MASS EFFECT ANDROMEDA

Secondary Ops
Overview

We've dedicated this huge section of the guide to helping you not only find all the side quests but understand how and when they're unlocked, where they're located, and how to complete them.

Many quests require previous quests to be completed before they unlock. This is especially the case with Voeld's side quests and any Allies and Relationships quests. Check the prerequisites included with each quest to understand how and when it's unlocked. If one side quest directly unlocks another, we state this in the last paragraph of the side quest tips.

There are three categories of what we call side quests. These are: **Allies and Relationships**, **Additional Tasks**, and **Heleus Assignments**. In addition, each Heleus Assignment has its own planet category. When you complete a quest, its category is dropped in the Completed Missions folder of the journal, which lists all completed missions together, regardless of type (including Priority Ops). The following table aims to identify the mission type of a completed quest, which should aid in your search for what comes next.

We've alphabetically arranged the Secondary Ops. Use this table to find the quest you need help with.

QUESTS

QUEST	QUEST TYPE	LOCATION
A Dying Planet	Heleus Assignments: Havarl	Havarl
A Lost Sister	Heleus Assignments: Havarl	Havarl
A Packaged Deal	Heleus Assignments: Kadara	Kadara
A People Divided	Heleus Assignments: Kadara	Kadara
Aid APEX	Heleus Assignments: Nexus	Nexus
Architect on Elaaden	Heleus Assignments: Elaaden	Elaaden
Aspirations	Heleus Assignments: Elaaden	Elaaden
Behind Enemy Lines	Heleus Assignments: Kadara	Kadara
Bridge Sabotage	Heleus Assignments: Voeld	Voeld
Brought to Light	Heleus Assignments: Voeld	Voeld
Conflict in the Colony	Heleus Assignments: Elaaden	Elaaden
Contagion	Heleus Assignments: Nexus	Nexus
Cora Harper: A Foundation	Allies and Relationships	Tempest (Read email from Cora)
Cora Harper: Asari Ark	Allies and Relationships	Eos: Sheartop

Cora Harper: At Duty's Edge	Allies and Relationships	Tempest (Read email from Cora)
Cora Harper: Duty Calls	Allies and Relationships	Tempest (Read email from Cora)
Counting Bodies	Heleus Assignments: Kadara	Kadara
Crisis Response	Heleus Assignments: Elaaden	Elaaden
Cross-Cultural Alliances	Heleus Assignments: Havarl	Havarl
Defeating the Kett	Heleus Assignments: Eos	Eos
Dismantled	Heleus Assignments: Elaaden	Elaaden
Dissension in the Ranks	Allies and Relationships	Tempest
Doesn't Add Up	Heleus Assignments: Eos	Eos
Elaaden: A New World	Allies and Relationships	Tempest
Emergency S.O.S.	Heleus Assignments: Kadara	Kadara
End of Watch	Heleus Assignments: Voeld	Voeld
Excess Baggage	Heleus Assignments: Tempest	Tempest
Eyes on the Ground/On the Front Lines	Heleus Assignments: Voeld	Voeld
Fact or Fiction	Heleus Assignments: Voeld	Voeld
First Murderer	Heleus Assignments: Nexus	Nexus
First Strike	Allies and Relationships	Nexus Operations
Forgotten History	Heleus Assignments: Aya	Aya
Forgotten Stars	Heleus Assignments: Havarl	Havarl
Frequency	Heleus Assignments: Voeld	Voeld
From the Dust	Heleus Assignments: H-047C	H-047C
Gil Brodie: A Game of Poker	Allies and Relationships	Tempest (Read email from Gil)
Gil Brodie: The Friend	Allies and Relationships	Tempest (Read email from Gil)
Gone with the Wind	Heleus Assignments: Kadara	Kadara
Gray Matter	Heleus Assignments: Elaaden	Elaaden
H-047C: A New World	Allies and Relationships	Tempest
Hard Luck	Heleus Assignments: Elaaden	Elaaden
Healing Kadara's Heart/The Outlaw Monolith	Heleus Assignments: Kadara	Kadara
Helping Havarl's Scientists	Heleus Assignments: Havarl	Havarl
High Noon	Heleus Assignments: Kadara	Kadara
Intercepted	Heleus Assignments: Voeld	Voeld
Investigate the Remnant Derelict	Heleus Assignments: Elaaden	Elaaden
Jaal Ama Darav: Angaran Affection	Allies and Relationships	Aya: Resistance Headquarters
Jaal Ama Darav: Friend or Foe?	Allies and Relationships	Tempest: Tech Lab
Jaal Ama Darav: Runs in the Family	Allies and Relationships	Tempest (Read email from Jaal)

Jaal Ama Darav: Flesh and Blood	Allies and Relationships	Tempest (Read email from Jaal)
Kett's Bane	Heleus Assignments: Eos	Eos
Know Your Enemy	Allies and Relationships	Tempest (Read email from Raelis)
Lexi T'Perro: Bottom of a Bottle	Allies and Relationships	Tempest
Liam Kosta: All In	Allies and Relationships	Tempest (Read email from Liam)
Liam Kosta: Armor Diplomacy	Allies and Relationships	Tempest: Storage room or research area
Liam Kosta: Community	Allies and Relationships	Tempest
Liam Kosta: Day Out on Aya	Allies and Relationships	Tempest: Crew's Quarters
Liam Kosta: Outpost Worlds	Allies and Relationships	Havarl
Liam Kosta: Something for Us	Allies and Relationships	Tempest
Life on the Frontier	Heleus Assignments: Nexus	Nexus
Making an Impression	Heleus Assignments: Eos	Eos
Medical Caches	Heleus Assignments: Voeld	Voeld
Meet the Family	Heleus Assignments: Voeld	Voeld
Meet the Resistance	Heleus Assignments: Voeld	Voeld
Mind Games	Heleus Assignments: Kadara	Kadara
Missing Arks	Allies and Relationships	Nexus Operations
Missing Science Crew	Heleus Assignments: Voeld	Voeld
Mixed Messages	Heleus Assignments: Kadara	Kadara
Modern Medicine	Heleus Assignments: Kadara	Kadara
Movie Night: Better Snacks	Heleus Assignments: Tempest	Tempest
Movie Night: Getting Started	Heleus Assignments: Tempest	Tempest
Movie Night: Raise a Glass	Heleus Assignments: Tempest	Tempest
Movie Night: Snacks	Heleus Assignments: Tempest	Tempest
Movie Night: The Final Piece	Heleus Assignments: Tempest	Tempest
Movie Night: The Right Setup	Heleus Assignments: Tempest	Tempest
Murder in Kadara Port	Heleus Assignments: Kadara	Kadara
Nakmor Drack: A Future for Our People	Allies and Relationships	Tempest
Nakmor Drack: Clutch Moment	Allies and Relationships	Tempest (Read email from Drack)
Nakmor Drack: Firebreathing Thresher Maws	Allies and Relationships	Tempest (Read email from Drack)
Nakmor Drack: How to Act Tough	Allies and Relationships	Tempest (Read email from Kesh)
Nakmor Drack: Knock 'Em Down	Allies and Relationships	Tempest (Read email from Drack)
Nakmor Drack: Krogan Betrayal	Allies and Relationships	Tempest
Night on the Town	Heleus Assignments: Kadara	Kadara
Old Skinner	Heleus Assignments: Kadara	Kadara

Out of Gas	Heleus Assignments: Elaaden	Elaaden
Out of the Frying Pan	Heleus Assignments: Kadara	Kadara
Overgrown	Heleus Assignments: Havarl	Havarl
Parlay with the Krogan	Heleus Assignments: Elaaden	Elaaden
Peebee: A Mysterious Remnant Signal	Allies and Relationships	Tempest
Peebee: Reclaiming Poc	Allies and Relationships	Tempest (Read email from Peebee)
Peebee: Spirits	Allies and Relationships	Tempest (Read email from Peebee)
Peebee: The Museum Trip	Allies and Relationships	Tempest (Read email from Peebee)
Peebee's Remnant Scanner	Allies and Relationships	Tempest (Read email from Peebee)
Peebee's Secret Project	Allies and Relationships	Tempest
Precious Cargo	Heleus Assignments: Kadara	Kadara
Recovering the Past	Heleus Assignments: Aya	Aya
Reformation	Heleus Assignments: Voeld	Voeld
Remove the Heart	Heleus Assignments: Voeld	Voeld
Resistance Trap	Heleus Assignments: Voeld	Voeld
Restoring a World	Heleus Assignments: Voeld	Voeld
Rising Tensions	Heleus Assignments: Elaaden	Elaaden
Ryder Family Secrets	Allies and Relationships	Nexus or Hyperion
Task: Safe Journeys	Heleus Assignments: Aya	Aya
Search for the Stolen Remnant Drive Core	Heleus Assignments: Elaaden	Elaaden
Settling Elaaden	Heleus Assignments: Elaaden	Elaaden
Settling Kadara	Heleus Assignments: Kadara	Kadara
Settling Voeld	Heleus Assignments: Voeld	Voeld
Shock Treatment	Heleus Assignments: Eos	Eos
Sleeping Dragons	Heleus Assignments: Nexus	Nexus
Something in the Water	Heleus Assignments: Kadara	Kadara
Something Personnel	Heleus Assignments: Eos	Eos
Stage a Rescue	Heleus Assignments: Voeld	Voeld
Station Sabotage	Heleus Assignments: Nexus	Nexus
Suvi Anwar: New Discoveries	Allies and Relationships	Tempest (Read email from Suvi)
Taming a Desert/Making This Dust Bowl Livable	Heleus Assignments: Elaaden	Elaaden
Task: A Flower for Kesh	Additional Tasks	Elaaden
Task: An Exile Raid	Additional Tasks	Hyperion: Cryobay
Task: Beer Run	Additional Tasks	Nexus Operations
Task: Better Crafting	Additional Tasks	Nexus

Task: Boosting the Signal	Additional Tasks	Nexus Operations
Task: Broken Family	Additional Tasks	Kadara
Task: Broken Wires	Additional Tasks	Nexus
Task: Cache Flow	Additional Tasks	Elaaden
Task: Catch and Release	Additional Tasks	Voeld
Task: Clearing the Air	Additional Tasks	Voeld
Task: Cold Hard Cache	Additional Tasks	Kadara
Task: Comparatively Alien	Additional Tasks	Nexus Operations or Tech Lab
Task: Cultivation	Additional Tasks	Nexus
Task: Data Trail	Additional Tasks	Eos
Task: Drone Recovery	Additional Tasks	Eos
Task: Getting to Know the Nexus	Additional Tasks	Nexus Operations
Task: Gone Dark	Additional Tasks	Voeld
Task: Herbal Entrepreneurs	Additional Tasks	Kadara
Task: Hitting Rocks for Science	Additional Tasks	Nexus Operations or Tech Lab
Task: Infection	Additional Tasks	Elaaden
Task: Investigating Embezzlement	Additional Tasks	Nexus Commons
Task: Kadara's Ransom	Additional Tasks	Kadara
Task: Laws and Customs	Additional Tasks	Aya
Task: Little Mouse	Additional Tasks	Elaaden
Task: Local Cuisine	Additional Tasks	Aya
Task: Lost Brother	Additional Tasks	Hyperion
Task: Messages to the Nexus	Additional Tasks	Aya: Governor's Office
Task: Missing Scientists	Additional Tasks	Nexus Operations or Tech Lab
Task: Naming the Dead	Additional Tasks	Eos
Task: Nomad Shield Crafting	Additional Tasks	Voeld
Task: Outlaw Weapon Crafting	Additional Tasks	Kadara Slums
Task: Outpost Supplies on Elaaden	Additional Tasks	Aya
Task: Outpost Supplies on Eos	Additional Tasks	Aya
Task: Outpost Supplies on Kadara	Additional Tasks	Aya
Task: Outpost Supplies on Voeld	Additional Tasks	Aya
Task: Past, Present, and Future	Additional Tasks	Aya
Task: Path of a Hero	Additional Tasks	Nexus Operations
Task: Pathfinder Armor Crafting	Additional Tasks	Eos
Task: Programming a Pathfinder	Additional Tasks	Nexus
Task: Remnant Data Cores	Additional Tasks	Any of the Remnant data core locations

Task: Research Center Development	Additional Tasks	Eos
Task: Roekaar Manifestos	Additional Tasks	Roekaar camp north of the Chasm of the Builders
Task: Running a Fever	Additional Tasks	Kadara
Task: Save Dr. Okeer's Krogan Research	Additional Tasks	Elaaden
Task: Searching for Morga	Additional Tasks	Kadara Port
Task: Subjugation	Additional Tasks	Voeld
Task: Supply Loss and Recovery	Additional Tasks	Eos
Task: Test Subject	Additional Tasks	Aya
Task: The Angaran Initiative	Additional Tasks	Aya
Task: The Ghost of Promise	Additional Tasks	Eos
Task: The Model of the Spheres	Additional Tasks	Nexus Operations or Tech Lab
Task: The Nexus Exchange	Additional Tasks	Aya
Task: The Witnesses	Additional Tasks	Tempest (Read email from Moshae)
Task: Traitor or Victim?	Additional Tasks	Nexus Operations
Task: Turian Salvage	Additional Tasks	Havarl's Turian encampment
Task: Unearthed	Additional Tasks	Havarl
Task: Volatile	Additional Tasks	Elaaden
Task: Waking Up to the Future	Additional Tasks	Eos
Task: Watchers	Additional Tasks	Eos
Task: What He Would Have Wanted	Additional Tasks	Eos
The Baryte Rush	Heleus Assignments: Kadara	Kadara
The Charlatan's Charlatan	Heleus Assignments: Kadara	Kadara
The Collective Base	Heleus Assignments: Kadara	Kadara
The Firefighters	Heleus Assignments: Nexus	Nexus
The Flophouse	Heleus Assignments: Elaaden	Elaaden
The Little Things That Matter	Allies and Relationships	Any planet where you've placed an Outpost
The Lost Scout	Heleus Assignments: Voeld	Voeld
The Lost Song	Heleus Assignments: Voeld	Voeld
The Mind of an Exile	Heleus Assignments: Elaaden	Elaaden
The Rebel	Heleus Assignments: Elaaden	Elaaden
The Remnant Tiller	Heleus Assignments: H-047C	H-047C
The Search for Ljeta	Heleus Assignments: Elaaden	Elaaden
The Secret Project	Heleus Assignments: Eos	Eos
The Vanished	Heleus Assignments: Voeld	Voeld
The Vesaal	Heleus Assignments: Aya	Aya

The Visitor	Heleus Assignments: Tempest	Tempest
Trading Favors	Heleus Assignments: Aya	Aya
Truth and Trespass	Allies and Relationships	Tempest (Speak with Kallo)
Turian Ark: Lost but Not Forgotten	Allies and Relationships	Elaaden
Turian Ark: Not Dead Yet	Allies and Relationships	Havarl
Uncovering the Past	Heleus Assignments: Voeld	Voeld
Vetra Nyx: A Moment Planetside	Allies and Relationships	Tempest (Read email from Vetra)
Vetra Nyx: Means and Ends	Allies and Relationships	Tempest (Read email from Vetra)
Water Supply	Heleus Assignments: Elaaden	Elaaden
White Death	Heleus Assignments: Voeld	Voeld

MASS EFFECT ANDROMEDA

Secondary Ops

A Dying Planet

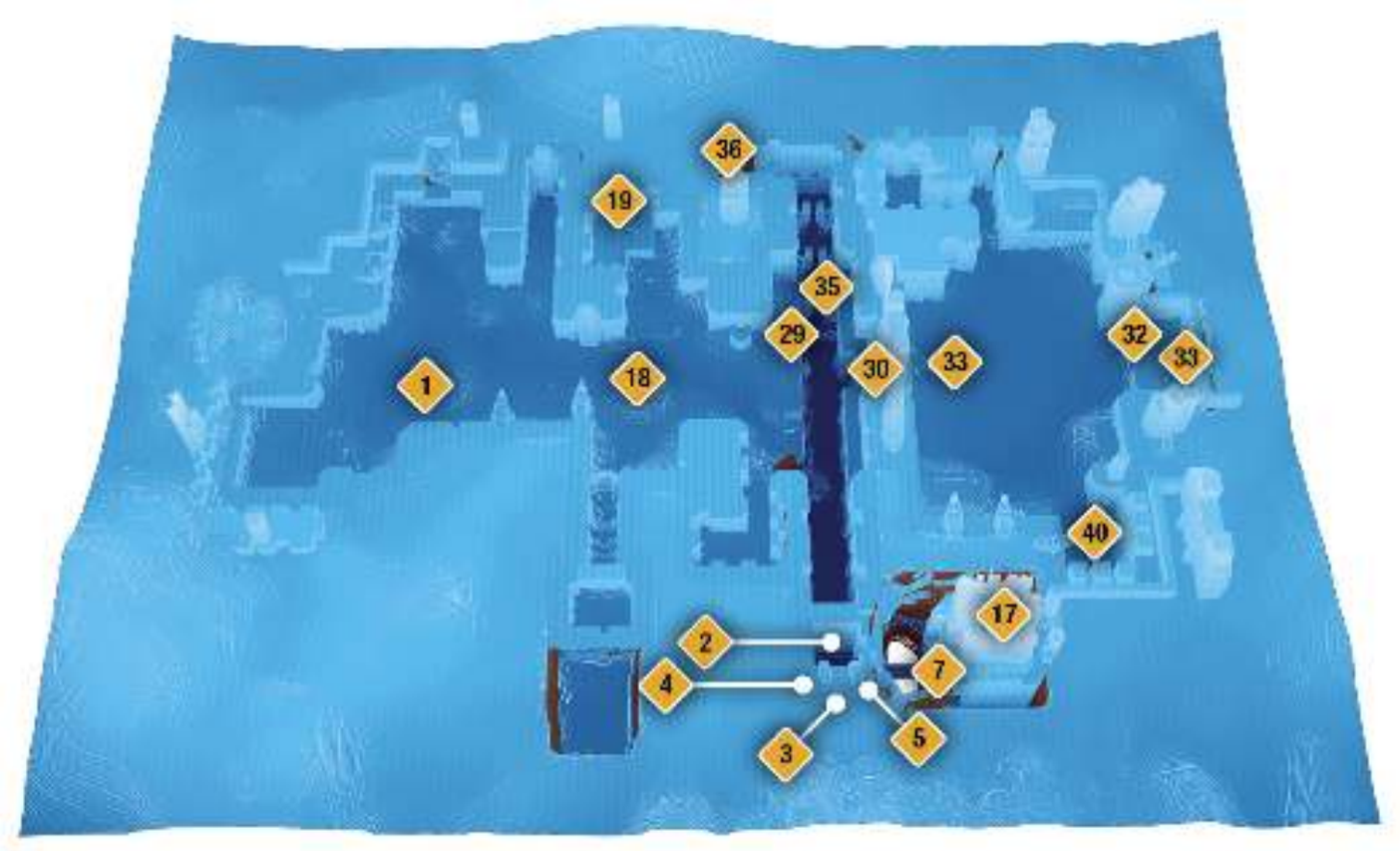
Mission Type: Heleus Assignment: Havarl

Prerequisite: Mission 3, complete "Helping Havarl's Scientists"

Start Location: Havarl Angaran Headquarters

Unlocking: Talk to Kiiran Dals after saving her team from Remnant stasis.

TALK TO KIIRAN DALS ABOUT HAVARL'S PROBLEMS



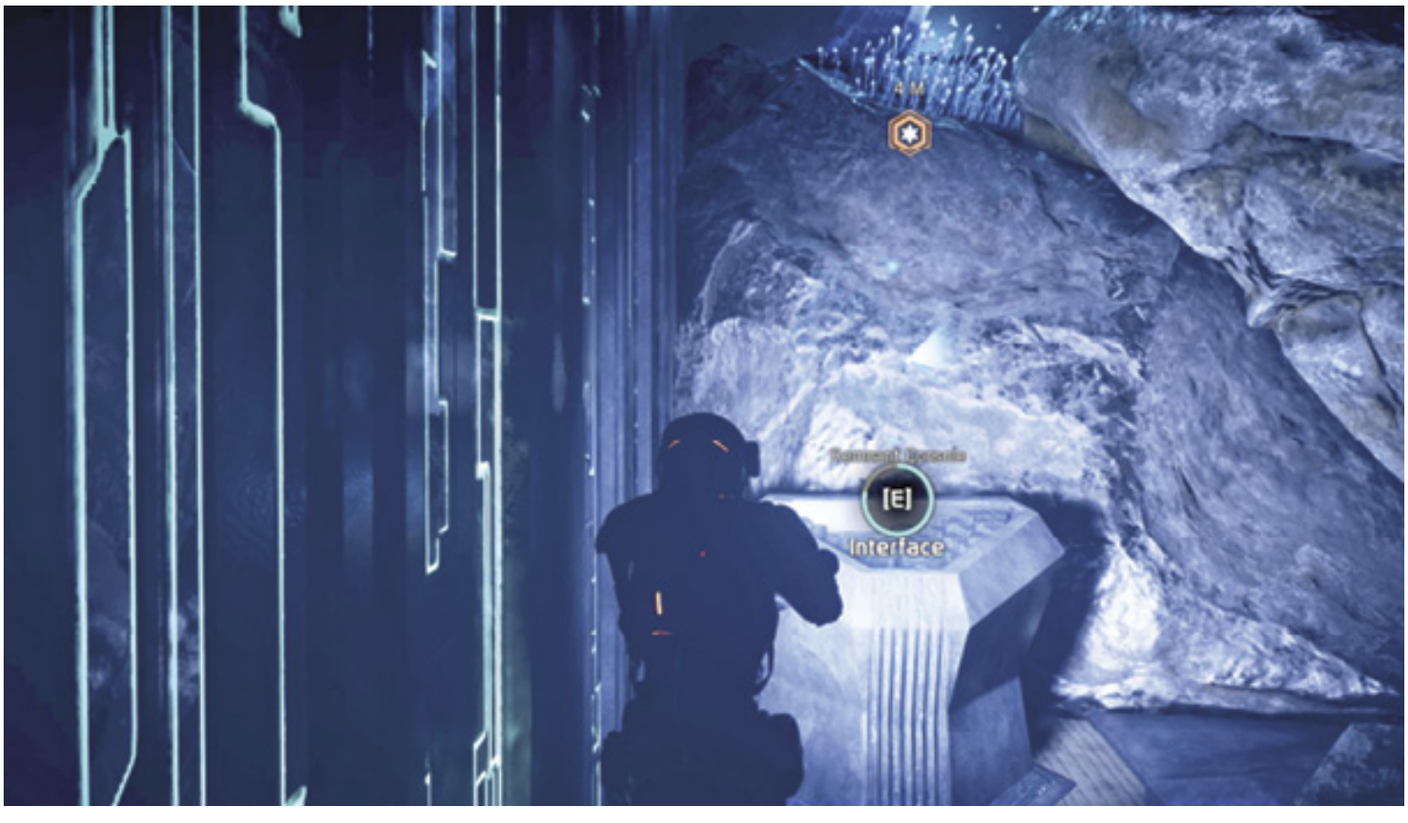
HAVARL: PALAAV SCIENCE FACILITY

This mission opens after "Helping Havarl's Scientists." You return to talk to Kiiran Dals **(1)** after saving her team from the Remnant monolith where they were frozen in a form of stasis. Talk to her a second time after unlocking this mission to get started. Kiiran talks about Havarl's decline. Torvar tells you there's a missing monolith—two instead of three. The broken system must now be restored by resetting and activating the vault.

RESEARCH CENTER

If you need Research or Development interfaces, there's a research center located inside the angaran headquarters.

FIND THE ENTRANCE TO MITHRAVA, THE SANCTUARY



Head east into the Chasm of the Builders and then follow it south, jump-jetting over a wall of Remnant blocks. Keep following the water, battling Remnant along the way, heading south as far as you can go, until you reach a closed Remnant vault-like door. It's unlocked. Enter the structure **(2)**.

Head straight to the back wall that looks like a waterfall of green lights; this is at the end of a pond. The navpoint indicates a general area to your left, but you can use your scanner to uncover an unground conduit leading to a Remnant console. Climb over a pile of boulders here to find a small space below containing the console **(3)**. Activate it.

REACH THE TOP OF MITHRAVA

Head west in the tunnel to a Remnant platform **(4)** with a tall pillar. Jump to the top of the pillar and start jumping upward through the well, using the narrow ledge on each floor as a grip point to pull up to the next floor. There are four levels you must traverse to reach the top. Get to the top of each ledge, jump, and latch on to the next floor up across the well. Avoid using the Dash button for a higher jump; this makes it harder to grip the ledge above. Use regular jet jumps.

At the top, find a Gravity Well trigger. Interact with it to be levitated horizontally across the room you just left below. You enter a high tunnel **(5)** on the east side.

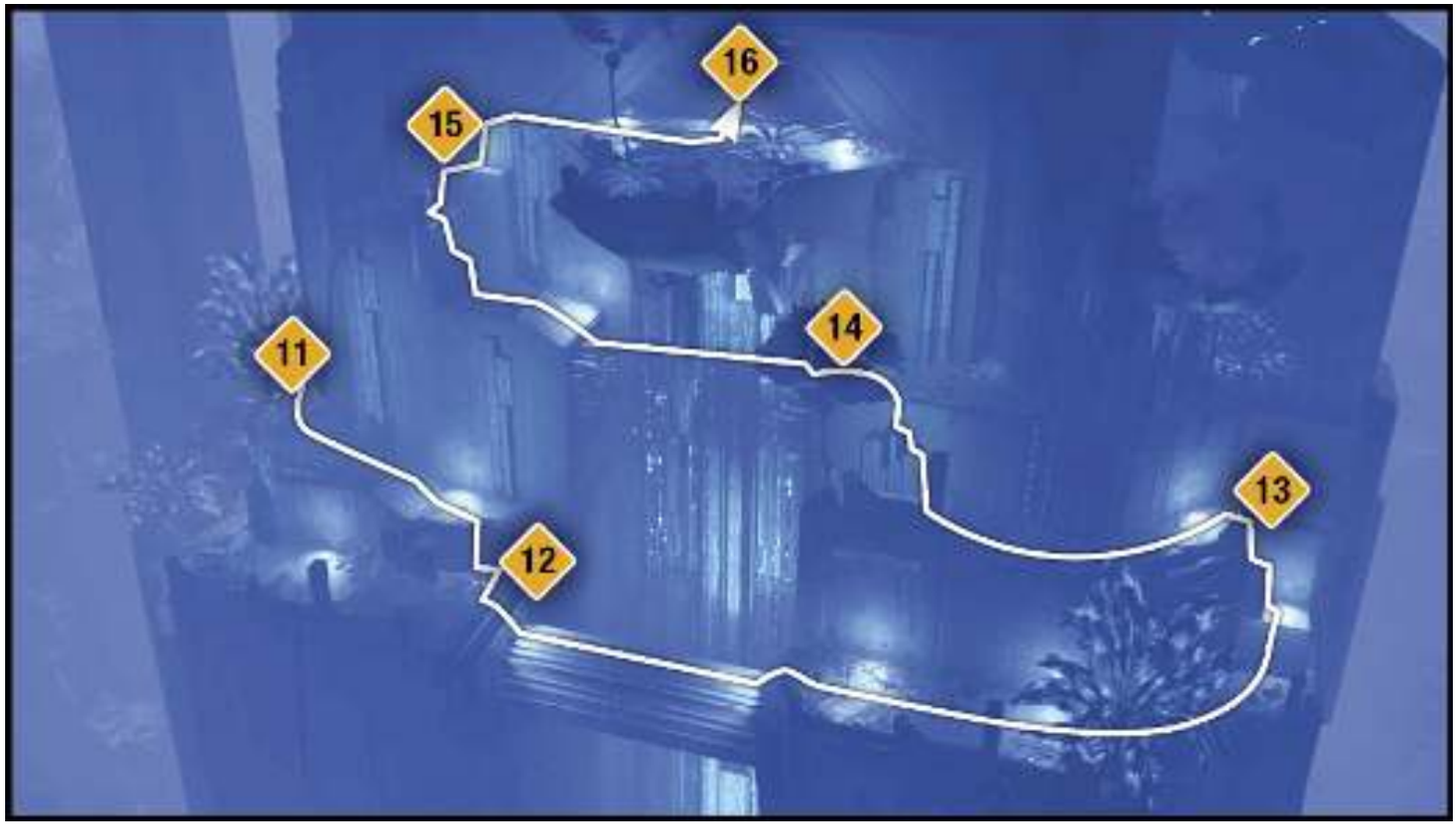
Run to the end of the bridge to another Gravity Well **(6)**. Use this well to move up a few stories in the Mithrava structure. Exit the tunnel to an exterior ledge.

MITHRAVA ASCENT: TOWER EXTERIOR LEDGES

From the exterior **(7)**, follow the ledge path to the right to reach a **container** prize at a dead end, though you must battle a Nullifer for it. Follow the ledge path left from the exterior to continue your trek to the top of Mithrava. Leap off the ledge where it drops at the left corner, and follow the path past a statue on the left. Defeat the Observer and Breachers, then look for a Remnant console **(8)** in a nook on the right near some glowing Remnant pillars.

Interface with the console to lower a ledge above, making it possible to work your way up the platforms to reach a higher ledge. Begin by jumping up onto a ledge **(9)** protruding from a nook above the Remnant console. Leap across the walkway to reach the glowing Remnant pillars **(10)** on the other side. Jump from pillar to pillar to reach the ledge above **(11)**.

Follow the ledge around and drop down to a slightly lower ledge at the end to find and interface with another Remnant console **(12)**. This creates a bridge that fills the gap between your ledge and the next. Cross the bridge.



Follow the path around the left corner, defeat the Observer, and scale the platforms **(13)** to reach the next ledge up. Defeat the Breacher and follow this path to the end, where you can use Remnant pillars to reach another higher ledge after taking out the Observer hovering above. On the edge of this walkway is another Remnant console **(14)**. Activate it to fill the nearby gap with a bridge.

Cross the second bridge and head to the end of the pathway. Climb the Remnant pillars to reach another short ledge above. Here, pivot toward the wall **(15)** and scale the protrusions to reach the highest ledge, where a Remnant vault-like doorway **(16)** is located. Enter Mithrava Tower. Inside is a Gravity Well. Use it to ascend to the exterior top of Mithrava, where you find the angara.

TOP OF MITHRAVA, THE SANCTUARY

FIRST SAGE ESMUS

First Sage Esmus greets you with great shock and surprise that you made it to his highly secure sanctuary **(17)**. Converse with him about Havarl and the missing monolith. He says the memory of that monolith has slipped from the angara's grasp. They believe in reincarnation and that the memory of the monolith could be passed on to an angara reincarnated from Zorai—the one with knowledge of the monolith. It's worth a shot to find this angara, but it'll be difficult; he's a Roekaar.

Wander around the top of the tower, opening crates, scanning new objects, and speaking with the inhabitants. Make sure to activate the forward station **(A)** so you don't have to make that tower climb again later. You can also find a memory trigger up here **(B)**.

UNEARTHED

At Mithrava Sanctuary, talk to Sage Fleera **(C)** on the north side. She needs you to find unearthed Remnant devices around Havarl.

A LOST SISTER

Before you leave Mithrava Sanctuary, make sure to talk to Sage Amurd **(D)** on the southeast side of the habitat to unlock the "A Lost Sister" side quest. He needs you to find his lost sister.

GO TO THE LOCATION ESMUS MENTIONED

REMNANT ABYSS

Access your map and use the forward station **(18)** in the middle of Havarl to fast travel somewhat close to your destination navpoint **(19)**. Head north to reach the Remnant vault at the top of some Remnant ramps in the Remnant abyss. Notice the next navpoint appears to the east when you reach the vault. You must enter the vault to reach Esmus's location **(28)**.

LOCATE ZORAI'S HEIRLOOM

REMNANT VAULT

Head to the end of the room and use the Gravity Well **(19)** to reach the lower vault. Exit the first subterranean chamber through the only door below (it's unlocked). Upon exploration of the next chamber **(20)**, you discover the only thing to do is interact with the Remnant console in the middle of the room. The console emits five blue lasers, unlocking a door to the left and right and dropping a wall in front of you that reveals a force field.

REMNANT ATTACK

Interacting with the console lowers a wall that reveals an impenetrable window with a view to the rest of the vault. It also releases a few Remnant into the room. Defeat the Assemblers, Observers, and Breachers. The way out of the room is through a doorway on the right **(21)**. Defeat the Observers along the way and the Assemblers at the end of this tunnel, and continue down a slope to another doorway **(22)**.

REMNANT DESTROYER CHAMBER

Take cover as soon as you enter the next chamber **(23)**; a Remnant turret is pointed in your direction, and you soon discover a bigger threat—a Destroyer. Concentrate your attack on the Destroyer, and have your team help you or target the turret.

Once the Destroyer is dealt with, take out the Assemblers and any other Remnant bots around.

Head to the right side of this chamber to find a Remnant console **(24)**. Activate it to create a bridge to the next doorway. Through the doorways is a small room **(25)** with a nice prize inside the **container**. Take it and head back across the bridge into the main chamber.

REMNANT NULLIFIER CHAMBER

Open the uninspected door **(26)**. The hallway slopes up and leads to another chamber **(27)**, where Remnant Assemblers and a Nullifier are ready to gun you down.

Take them out and use the Remnant console to turn on the lasers to open the next door, which also releases more Remnant, including another Nullifier. Eliminate them, utilizing the many cover objects around. Before you leave, jump up to the top of the tall square pillar in the middle of the room to open a **container** there.

Head toward the navpoint **(28)** to reach the next doorway. Hack the door open. Inside the room is a pile of **ancient remains**. This is what you came for.

Approach the pile and scan it, then search the remains to acquire **Zorai's heirloom**—a gauntlet. Also examine the **ancient data drive** next to the heirloom to research some history of the gauntlet. Scan the Remnant **core device** in the room and raid the containers before you exit **(19)** via the Gravity Well.

GO TO TAAVOS' ROEKAAR CAMP

CHASM OF THE BUILDERS

After exiting the Remnant vault, head to the Chasm of the Builders **(29)**. When you arrive, the bridge extends and the Raiders guarding it attack. Eliminate the Raiders. During the battle, be on the lookout for a few Challyrion and Shemrys; they tend to sneak up and flank you during this fight. Scan the bridge for the Research Data when you have a chance.

Use cover as you work your way across the long bridge. As you approach the opposite end, Adhi and Roekaar Sharpshooters attack from the multi-story platform **(30)**. A good tactic is to rush up the stairs to the Sharpshooters and perform melee attacks on them.

At the end of a covered tunnel at the top of the bridge platform, you reach an unlocked Remnant door. Go through to discover the ancient courtyard. A forward station **(31)** is called down when you reach the end of next platform. While you have the higher ground, use ranged attacks on wildlife and Remnant out in the courtyard, and watch out for a charging Eiroch. Run north through the courtyard, defeating wildlife and Remnant until you reach another multi-story platform. This is the Roekaar camp **(32)** in Old Pelaav.

TASK: ROEKAAR MANIFESTOS

Find a Roekaar **datapad** on the top level of the north bridge platform. Examine it to begin "Task: Roekaar Manifestos."

DEFEAT THE ROEKAAR AT THEIR CAMP

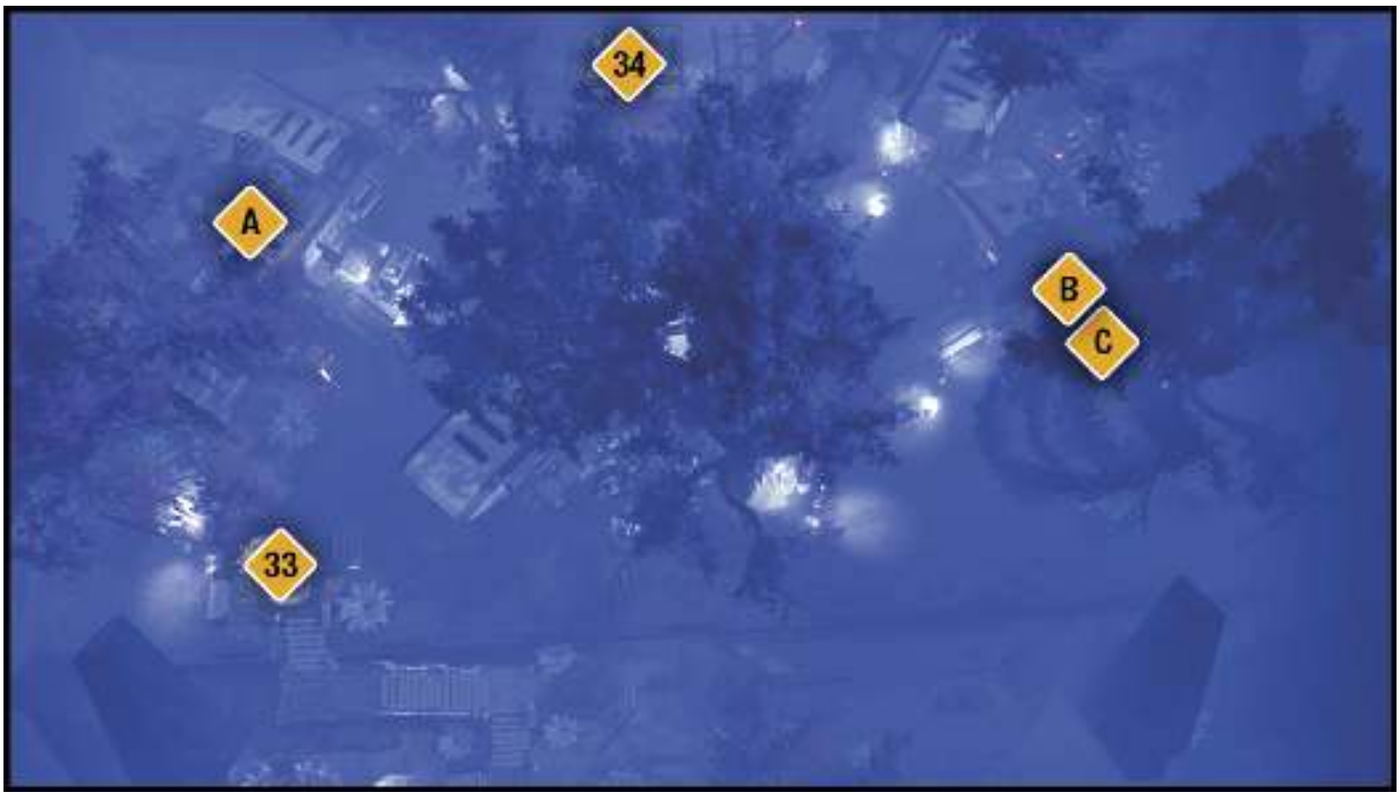
Shoot the Roekaar on the stairs from the courtyard, then rush up the stairs and fight the remaining Roekaar Sharpshooters and Raiders at close range. Fight your way up the stairs through the Roekaar and their trained attack Adhi. On the top level, hunt down the rest of the Adhi and rush the remaining Sharpshooter. Watch the radar and use it to clear the camp of hostiles.

FIND TAAVOS

OLD PELAAV

At Old Pelaav **(33)**, head into the first building on the left **(A)** to find a Roekaar **datapad** that helps along the "Roekaar Manifesto" task. There's another **datapad** (labeled "Hope") in the building to the far right **(C)**.

In this same building, you can also progress the "A Lost Sister" **(B)** mission. Enter the building in the middle back of the area and speak to Taavos **(34)**. During the conversation, you convince him to help you recover the lost memories of the Remnant monolith using the gauntlet heirloom you found in the vault. He reluctantly agrees to help.



MEET TAAVOS AT THE ENTRANCE TO THE LOST MONOLITH

If you've been working on the "A Lost Sister" mission, now is a good time to fast travel back to Mithrava Sanctuary to finish it. From there, fast travel to the north chasm station **(35)**. Leap down into the water, defeat the wildlife, and follow the chasm north to the end. As it bends west, follow the navpoint up to the Remnant platform to meet Taavos **(36)**, who's there waiting for you.

ACCOMPANY TAAVOS TO THE MONOLITH

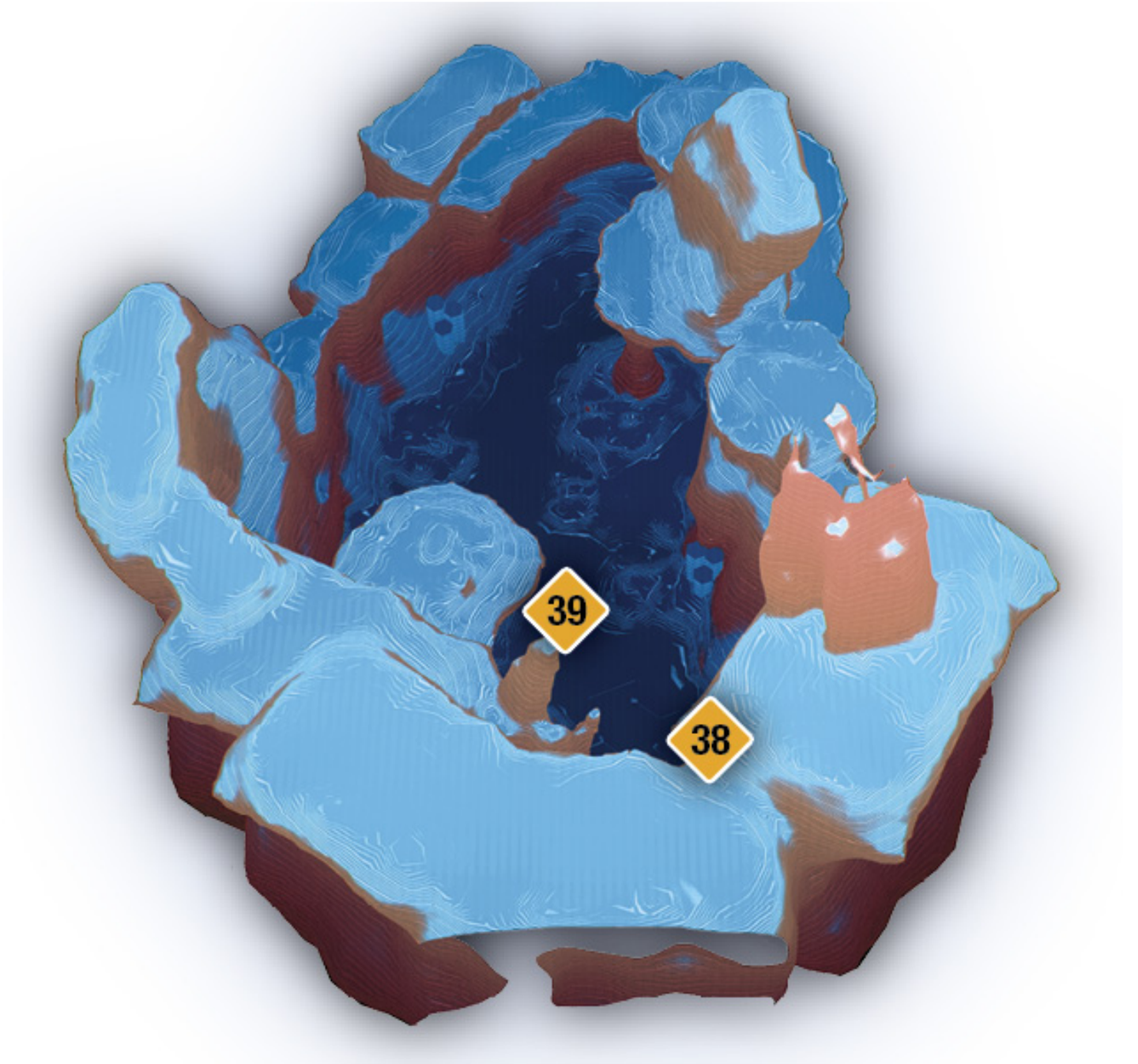
BURIED CAVE

Oddly, Taavos is starting to remember sites he's never been to in *his* lifetime. The Remnant pillars drop, revealing a tunnel behind them. Simply let Taavos be your guide through the caves; he's tagged with the navpoint. When he takes a right into a dead-end area, look on the ground, play the **audio log**, and then notice the remains on the ground **(37)**.

EXAMINE THE REMAINS

The audio is from Zorai, who talks about working with the Remnant machines. Her remains lie next to the audio log. Scan them **(37)** to get a positive match on Zorai's identity. She died before she got to the third monolith. Follow Taavos out of the side cave and continue northward. A Remnant wall drops as he approaches, revealing the end of the tunnel and a Gravity Well **(38)**.

ACTIVATE HAVARL'S THIRD MONOLITH



THE FORGOTTEN DEPTHS

Use the Gravity Well to be gently lowered to the bottom level of the cave. Follow the navpoint to a Remnant console **(39)** a few yards away from the Gravity Well.

Place your hand on the Remnant console and activate the third monolith. Afterward, make sure to search the Forgotten Depths for a memory trigger for "Ryder Family Secrets."

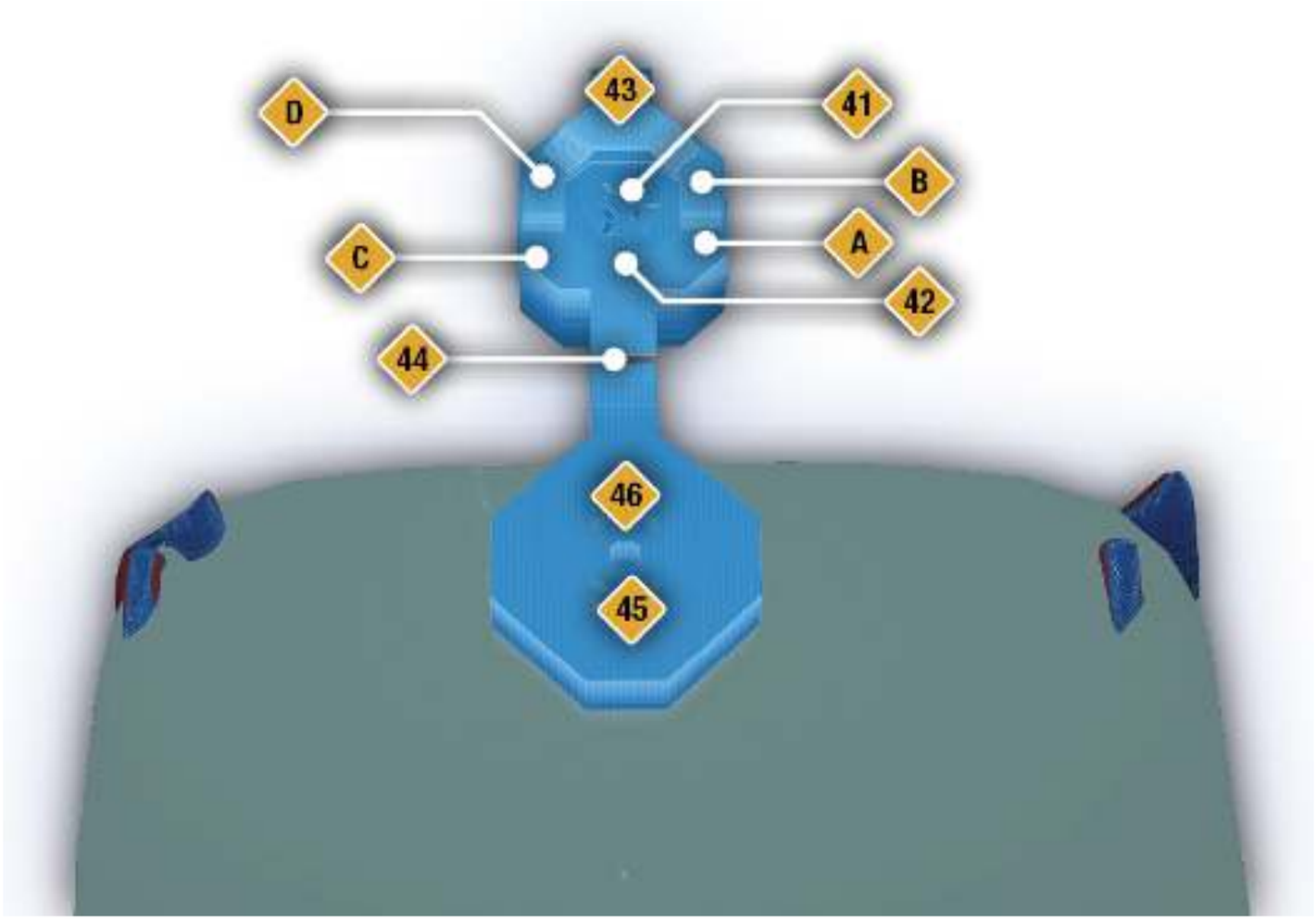
FIND AND ACTIVATE HAVARL'S VAULT

BACK ON THE SURFACE

Taavos, channeling Zorai, thanks you for doing what she could not. He says he's going to stay behind and be alone in his thoughts while you leave to seek the vault entrance. Retrace your steps out of the cave, using the Gravity Well **(38)** to get back to the entrance **(36)**. Once out of the cave, access your map to find a Remnant vault icon **(40)** plotted not far from Mithrava, in the ancient courtyard. Use the forward station **(31)** in the courtyard as a shortcut from the buried cave entrance.

The vault is impossible not to notice when you reach the courtyard. Bright beams of light fill the night sky, all originating from the Remnant vault to the south. Enter the vault and take the Gravity Well down into its depths.

TURN ON EMERGENCY POWER



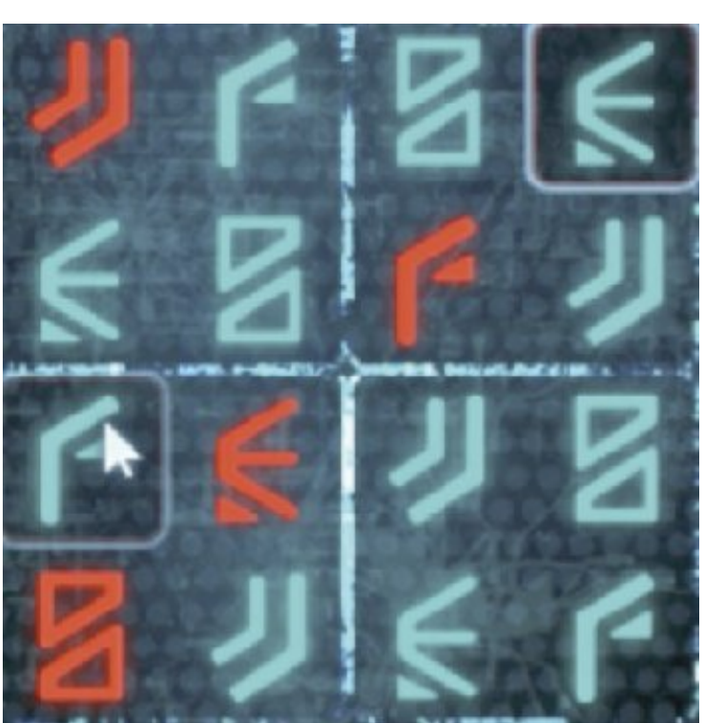
REMNANT VAULT

You land on the bottom floor **(41)** of the vault facing the Remnant power console **(42)** you need to activate. On the opposite ledge **(43)** is another console, a turret, and an **Observer Replication Control** that can be scanned (below this ledge is a container secured by a force field). Analysis says you can use the device to invert the Remnant's perception of threats. Sounds good, but nothing works until you interface with the power console **(42)**. Once you turn it on, prepare for a battle with a few Observers that spawn on the opposite side of the room.

LIFT THE LOCKDOWN ON THE VAULT

Turning on the power starts up four other consoles around the room that all shoot blue lasers at the large locked doorway **(44)**. The key to unlock the door is to turn each laser white. To do this, the consoles must be activated in a particular order, revealed by the number of glowing blue orbs above each. Activate them in the following order: **(A)**, **(B)**, **(C)**, then **(D)**. Fiddling with them in any other order calls more Remnant to attack. The power to the turret is also active, so turn the turret **(43)** on and have it fight for you against the Remnant.

When the correct control sequence is achieved and all four consoles are shooting white laser beams, the large purification chamber door **(44)** opens. Raid the containers in the next chamber before you lift the lockdown using the purification console. Notice the second Remnant console in this chamber **(45)**. Solve the Remnant glyph puzzle associated with it using our shot of the solution. This lowers the force field under the platform **(43)** in the previous room, allowing you to reach the **container**.



ESCAPE THE PURIFICATION FIELD AND EXIT THE VAULT

Activate the purification field console **(46)**. This is the smallest vault in the game, and escaping this purification field is a walk in the park—or rather, a jog to the Gravity Well chamber in the next room. Run to the doorway **(44),** which is closed but opens after a few scary moments of waiting and fending off Remnant. Run to the back platform and interact with the activation console **(43)**. This shuts the door on the large red death cloud in the next room. Make sure to raid the **container** under the platform before you leave. You earn 900 AVP.

MASS EFFECT ANDROMEDA

Secondary Ops
A Lost Sister

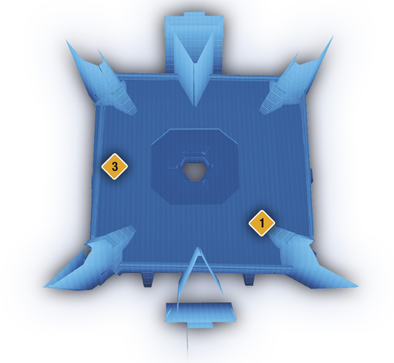
Mission Type: Heleus Assignment: Havarl

Prerequisite: Complete "Helping Havarl's Scientists"

Start Location: Havarl: Mithrava Sanctuary

Unlocking: When you reach the top of Mithrava Tower during "A Dying Planet," speak to Sage Amurd.

SPEAK TO SAGE AMURD



HAVARL: MITHRAVA

Speak to Sage Amurd **(1)** on the top of Mithrava Tower (the sanctuary), reached during "A Dying Planet." His sister, Amara, left Mithrava years ago. He longs to see Amara again, but she likely moved away from Daar Pelaav when it was overtaken by the jungle. However, records of her whereabouts might still exist.

LOCATE RECORDS IN OLD PELAAV

OLD PELAAV

When you're in Old Pelaav during "A Dying Planet," enter the south building **(2)** and try to access the angaran database inside. You discover there's no power. Exit the building and use your scanner to find the conduit underground behind the same building to lead you to a generator. Activate the generator to return power to the console. Now access the database inside.

A holographic image of Amurd's sister appears to the left of the database, and you learn she's been moved across the planet. You must return to Amurd to give him the update on his sister. Fast travel to the top of Mithrava using the forward station there **(3)**.

RETURN TO SAGE AMURD

Return to Mithrava and tell Amurd **(1)** that his sister was moved across Havarl. Hand him the data drive. He thanks you; with this information, he can see his sister again.

Sage Amurd: This is my home. If I leave it now to fulfill my duties. What if I never get to come home again?
I cannot decide for you.
fear shouldn't stop you.

MASS EFFECT ANDROMEDA

Secondary Ops

A Packaged Deal

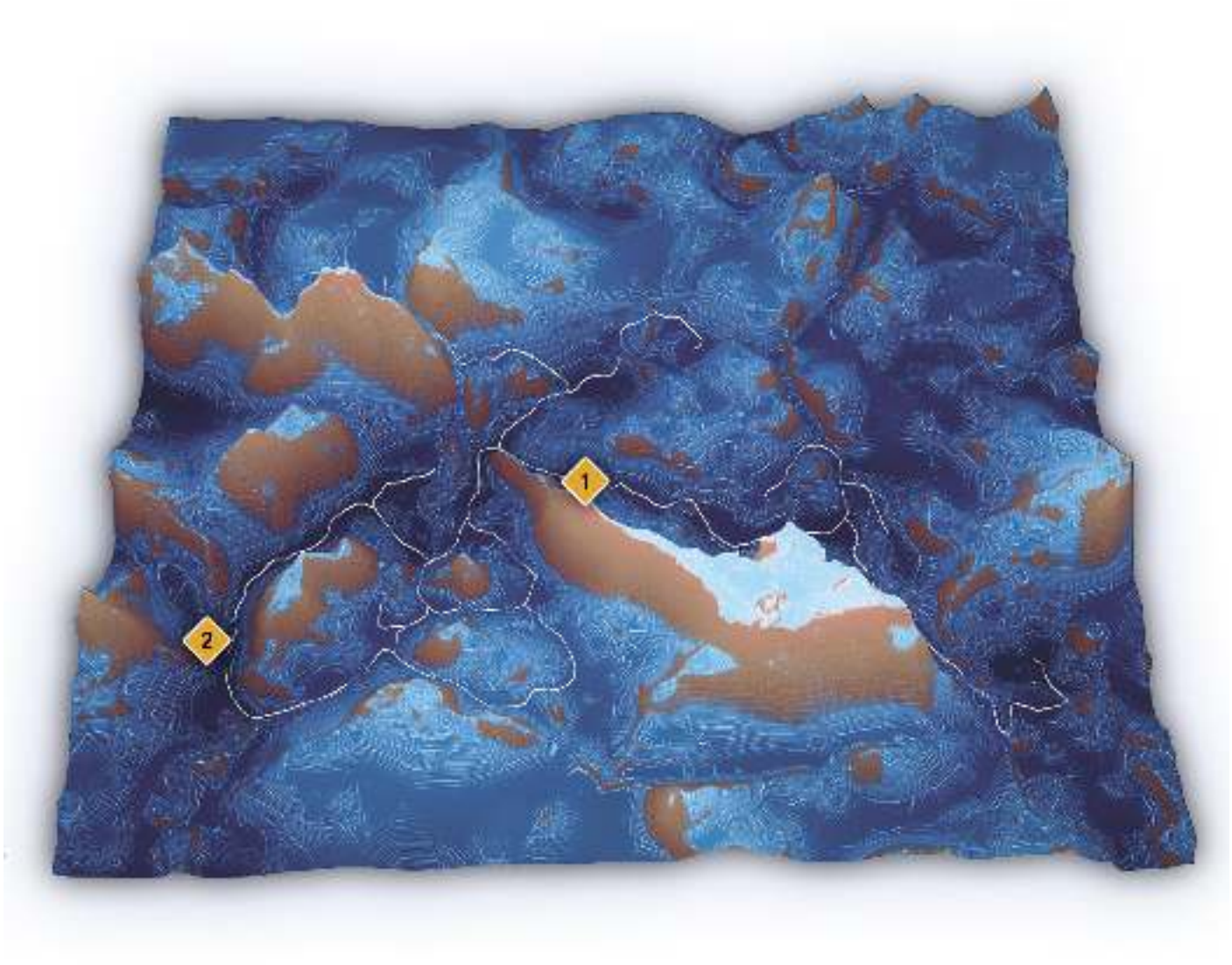
Mission Type: Heleus Assignment: Kadara

Prerequisite: Must have interrogated Vehn Terev in “Hunting the Archon”

Start Location: Kadara: Windfarm

Unlocking: Speak to Thrasia.

TALK TO THASIA



KADARA: WINDFARM

Talk to the turian merchant named Thrasia **(1)** on the first floor of the left building in the windfarm. She sells you the navpoint for a weapons cache stolen from the Nexus. Also talk to Aislin out on the cliff side. She gives you the “Gone with the Wind” quest.

TRAVEL TO THE NAVPOINT

Take the Nomad southwest past Sulfur Springs to this remote location **(2)**. You find a dropship delivering a load of Raiders near acid pools when you arrive.

DEFEAT THE EXILES

Defeat the exile Raiders. There’s not but a handful. Make quick work of them.

EXAMINE THE WEAPONS CACHE

WEST KADARA

Follow the navpoint to the inside of a large shipping crate. Examine the cache prompt inside. You note that it’s full; you’d thought the whole thing was a scam. While you’re there, raid the many containers inside the shipping crates for a load of good stuff. Search thoroughly; there’s a lot stuffed in one crate.

CONFRONT THRASIA

WINDFARM

Head back to talk to Thrasia **(1)** at the windfarm. You tell her the cache was a setup. She acts pretty nonchalant about the entire situation and tells you she sold the navpoint to multiple people. This completes the mission. Use her as a merchant to get some cool Nomad upgrades. You also earn a small amount of AVP and Kadara Viability +2%.

Secondary Ops

A People Divided

Mission Type: Helios Assignment: Kadara

Prerequisite: Complete "Murder in Kadara Port"

Start Location: Kadara Slums Bar

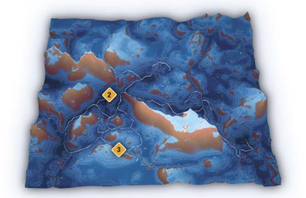
Unlocking: Speak to Reyes to end "Murder in Kadara Port."

SPEAK TO REYES

KADARA SLUMS BAR

A string of violent murders plagues Kadara Port. Reyes Vidal **(1)** believes the Roekaar are the culprits. At the end of "Murder in Kadara Port," he recruited you to investigate the murders and prove his theory correct.

GO TO THE CRIME SCENE



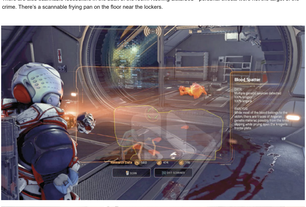
KADARA: SULFUR SPRINGS

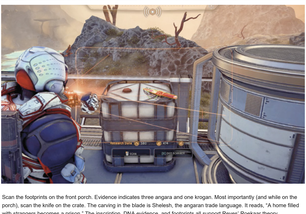
While in *Sulfur Springs*, enter this building **(2)** on a plateau east of the west Remnant monolith and overlooking the future site of the Initiative outpost. This area also pings with the location of the transponder Vehn Terev claimed he buried (a "Hunting the Archon" Priority Ops mission). When you push open the front doors, you contact Reyes via comms and let him know you're at the crime scene. He tells you the victim is a krogan male by the name of Zear.

SCAN ALL CLUES AT THE CRIME SCENE

Bring up your scanner and start going over the room with a fine-tooth comb. You find blood splatter on the floor just as you enter, and you see bloody footprints leading away from a dead krogan in the next room. Scan the krogan to discover angaran blood and stands to match Reyes' Roekaar theory. You tell Reyes you count at least three attackers, and it looks like an ambush.

There are also scannable footlockers in the back of the room. Nothing disturbed—personal effects were not the target of the crime. There's a scannable frying pan on the floor near the lockers.


Blood Spatter
Blood splatter from attack victim.
Scan to add to Codex.
+100 Research
Blood stains of the victim's blood on the floor, where they were made by attackers quickly slicing at passing victims to kill them. Looks like a group of at least three attackers.



Scan the footprints on the front porch. Evidence indicates three angara and one krogan. Most importantly (and while on the porch), scan the knife on the crate. The carving in the blade is Shelesh, the angaran trade language. It reads, "A home filled with strangers becomes a prison." The inscription, DNA evidence, and footprints all support Reyes' Roekaar theory.

MEET REYES AT THE ROEKAAR HIDEOUT

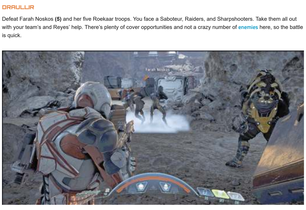
Reyes' own investigation resulted in the murderers' location, and he wants to meet you. When you reach his navpoint **(3)**, you discover a very small outpost next to the mountainside, not far from the Draulir Forward Station. Enter the outpost.

Reyes is nowhere to be seen inside. In seconds Roekaar recruits burst into the room with weapons drawn and demanding you to be quiet, as "Farah" will deal with you. The Roekaar lead you into Draulir **(4)** at gunpoint to a meeting with Farah Noskos, an angaran woman holding the knife used in the murders. She admits that the victims were invaders and sympathizers. Just then, Reyes makes a grand entrance with explosives, and the battle with the Roekaar begins.

DEFEAT THE ROEKAAR

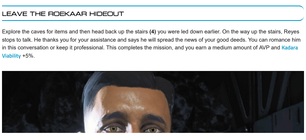
DRAULIR

Defeat Farah Noskos **(5)** and her five Roekaar troops. You face a Saboteur, Raiders, and Sharpshooters. Take them all out with your team's and Reyes' help. There's plenty of cover opportunities and not a crazy number of enemies here, so the battle is quick.



LEAVE THE ROEKAAR HIDEOUT

Explore the caves for items and then head back up the stairs **(4)** you were led down earlier. On the way up the stairs, Reyes stops to talk. He thanks you for your assistance and says he will spread the news of your good deeds. You can romance him in this conversation or keep it professional. This completes the mission, and you earn a medium amount of AVP and Kadara Viability +5%.



MASS EFFECT ANDROMEDA

Secondary Ops

Aid APEX

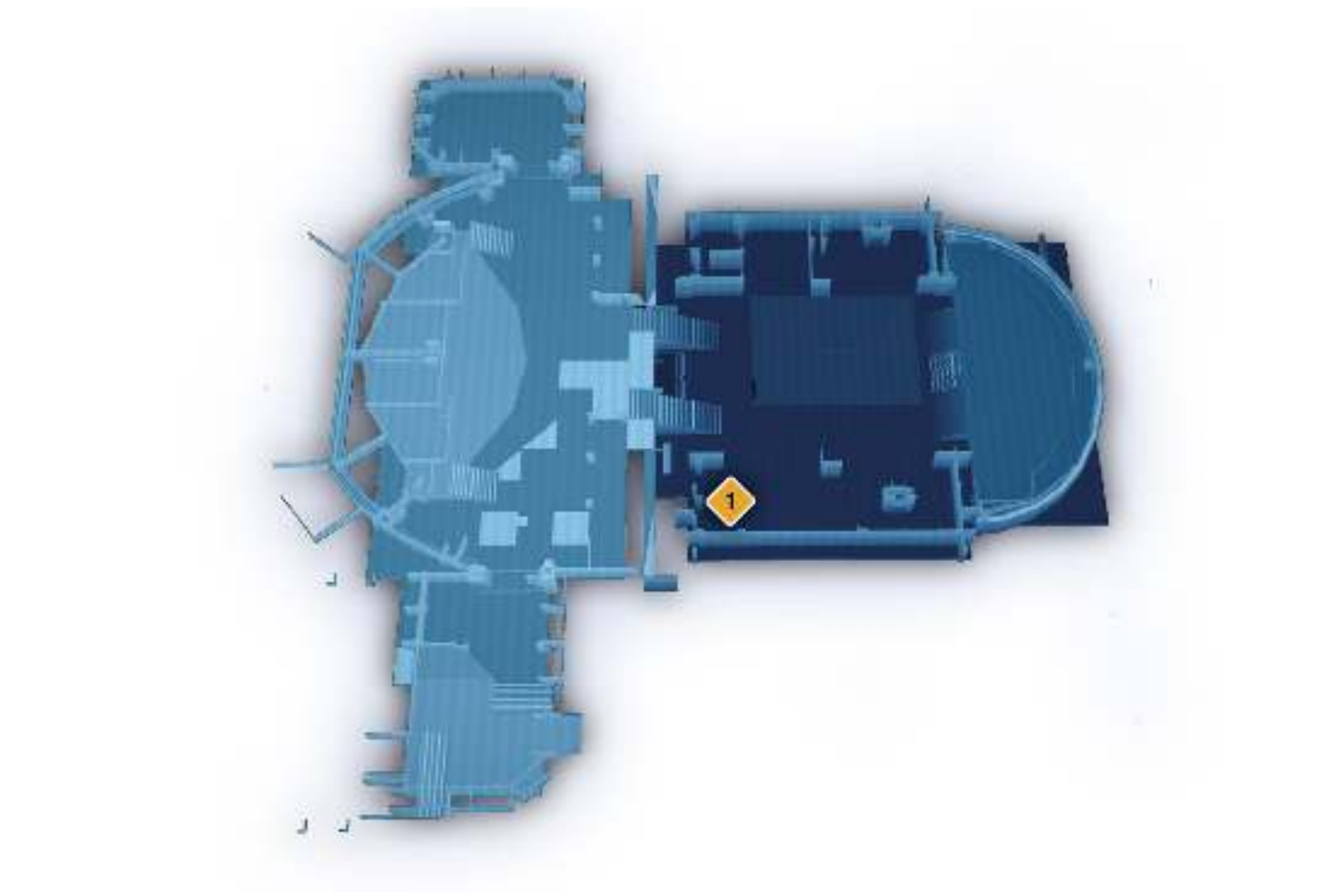
Mission Type: Heleus Assignment: Nexus

Prerequisite: Nexus Phase 2, Prodromos settled, strike team used

Start Location: Nexus Operations: Militia Office

Unlocking: Speak to Lieutenant Sajax or interact with the Strike Team Missions interface.

SPEAK WITH LIEUTENANT SAJAX OR ASSIST AT THE APEX TERMINAL



NEXUS OPERATIONS: MILITIA OFFICE

Interact with the Strike Team Missions interface or speak to Lieutenant Sajax after Phase 2 of the Nexus. They're both located in the militia office **(1)** in operations. Sajax needs assistance getting APEX up and running effectively. APEX **strike teams** are used to protect the settlements you put in place.

Lieutenant Sajax: We don't have a good sense of what we're up against and could benefit from your exper ence
Gotta get dirty
Starts with education

GATHER INTEL ON 20 ENEMIES

Scan as you explore; you get into a habit of it soon enough. This quest is a reward for all the enemy scans you do regardless. Scan 20 different kinds of **enemies** to aid APEX. Go get scanning! Check our **Enemies** section for a list of all scannable **enemies**.

MASS EFFECT ANDROMEDA

Secondary Ops

Architect on Elaaden

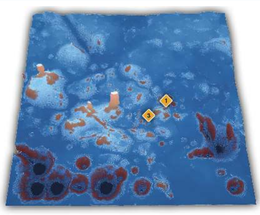
Mission Type: Heleus Assignment: Elaaden

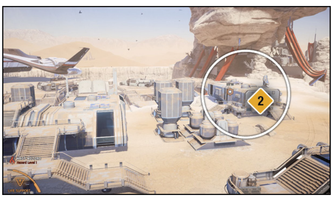
Prerequisite: Settle Elaaden—place an outpost on Elaaden

Start Location: Elaaden Outpost

Unlocking: Give Morda the drive core during "Search for the Stolen Remnant Drive Core" and then create an outpost on Elaaden.

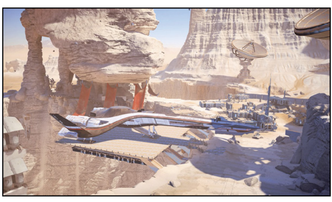
CREATE AN OUTPOST





ELARDEN: NEW TUCHANKA

A report has come in from New Tuchanka about a giant Remnant construct that has appeared and is working a path toward the outpost. Create an outpost on Elaaden. See "Search for the Stolen Remnant Drive Core" and "Settling Elaaden" for information on settling Elaaden and the ability to put an outpost there.



SPEAK TO THE OUTPOST LEADER

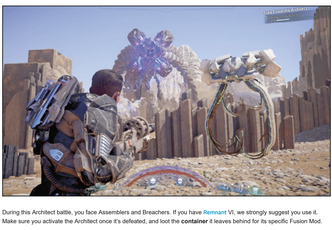
After placing an outpost on Elaaden, and after the auto-conversation with Addison, exit the command center and follow the *navpoint* into the next building **(2)** to the south. Talk to Kariste Archika, the asari leader of the outpost. In your conversation with her, ask her about the outpost status. She talks about the Architect on Elaaden. Tell her you'll take care of it.

DEFEAT THE ARCHITECT

The Architect's location is marked with a navpoint **(2)** near the next forward station to the west in Languish. When you reach the battlefield, you find the Architect flying above. Chase him down until he lands. For tips on defeating an Architect (the process is the same with all of them), see our Architect tips in the Enemies section of this guide.

What does change from one Architect battle to the next is terrain strategy and the different Remnant enemies you face between the stages of the Architect attacks.

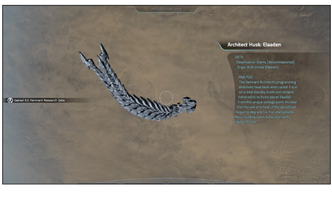
Here on Elaaden, all the Remnant pillars scattered across the battlefield provide plenty of cover opportunities. You have a forward station extremely close to the battle zone, which is useful if you use up all the easily accessible ammo and health crates.



During this Architect battle, you face Assemblers and Breachers. If you have Remnant VI, we strongly suggest you use it. Make sure you activate the Architect once it's defeated, and loot the **container** it leaves behind for its specific Fusion Mod.

SPEAK TO THE OUTPOST LEADER

Head back to your outpost and speak to Kariste **(2)** to deliver the news that the Architect has been pacified. She thanks you and puts the final nail in this quest's coffin. Remember, the next time you're in orbit around Elaaden, to scan the Architect from the Tempest and earn the 60 Remnant Research Data from it.



Secondary Ops

Aspirations

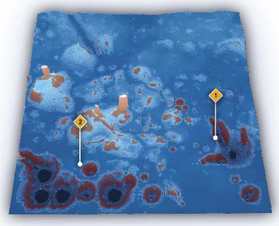
Mission Type: Heleus Assignment: Elaaden

Prerequisite: Access to Elaaden; must have interrogated Vehn Terev in Hunting the Archon

Start Location: Elaaden

Unlocking: Approach the outpost

SPEAK TO DIRK BARRETT



ELAADEN: SEA OF ATARAXIA

Approach this small outpost (**1**) to the northeast of the Paradise, which is settled next to the same canyon (or very large pit). Open the front door to find Dirk Barrett and two other Outlaw Raiders inside and ready to fight.

After Barrett says he's glad you haven't shot him in the face, a conversation prompt triggers that gives you the choice to do just that, or allow him to talk. We suggest you allow him to talk. He tells you he needs your help. The Raiders need a bigger base, and there's one about 20 clicks away that another gang has taken. He wants your help clearing it out. Afterward you can grill him about his operation and what else the Raiders might want later.

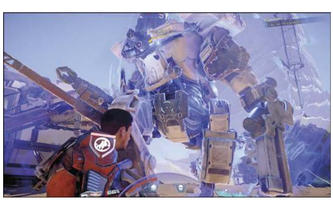
HEAD TO THE OUTPOST

PARADISE SANDS

Barrett harbors aspirations of turning Elaaden into something more than the lawless wasteland it is now. To do that, he needs a well-fortified hideout and has his sights set on a rival gang's outpost. You can find this outpost (**2**) in Paradise Sands. It's a desolate area that stands out like a sore thumb. Look for the three large floating machines hovering around a fort.

CLEAR OUT THE SCAVENGERS

You can easily enter the outpost through the large ungated front entrance. Your biggest threat is the dominant Hydra in the middle of the compound. Take this mech on first before dealing with the other Outlaws, which include Saboteurs, Raiders, Sharpshooters, and Pariahs.

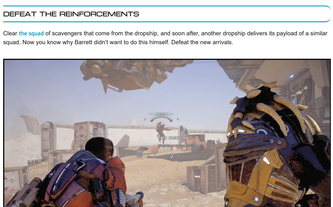


SECURE THE OUTPOST FOR BARRETT

After clearing the outpost (once), a dropship arrives to deliver another wave of scavengers to continue the battle for the outpost. The squad consists of a few Raiders and a Sharpshooter.

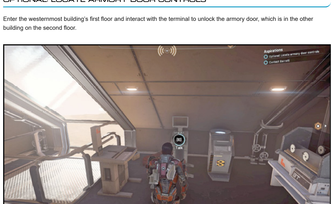
DEFEAT THE REINFORCEMENTS

Clear the squad of scavengers that come from the dropship, and soon after, another dropship delivers its payload of a similar squad. Now you know why Barrett didn't want to do this himself. Defeat the new arrivals.



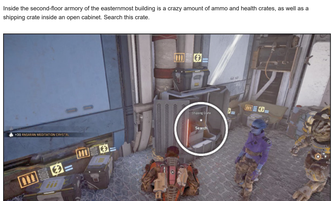
OPTIONAL: LOCATE ARMORY DOOR CONTROLS

Enter the westernmost building's first floor and interact with the terminal to unlock the armory door, which is in the other building on the second floor.



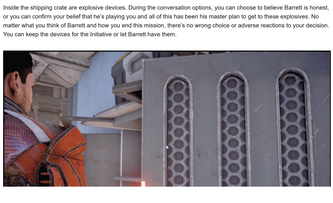
OPTIONAL: INVESTIGATE THE ARMORY

Inside the second-floor armory of the easternmost building is a crazy amount of ammo and health crates, as well as a shipping crate inside an open cabinet. Search this crate.



DISARM EXPLOSIVE DEVICES

Inside the shipping crate are explosive devices. During the conversation options, you can choose to believe Barrett is honest, or you can confirm your belief that he's playing you and all of this has been his master plan to get to these explosives. No matter what you think of Barrett and how you end this mission, there's no wrong choice or adverse reactions to your decision. You can keep the devices for the Initiative or let Barrett have them.



MASS EFFECT ANDROMEDA

Secondary Ops

Behind Enemy Lines

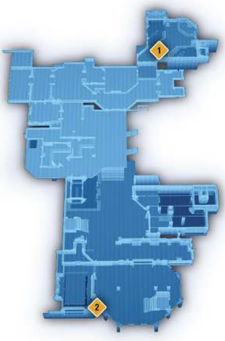
Mission Type: Heleus Assignment: Kadara

Prerequisite: Must have interrogated Vehn Terev in "Hunting the Archon"

Start Location: Karada Outcast Headquarters

Unlocking: Talk to Kaetus.

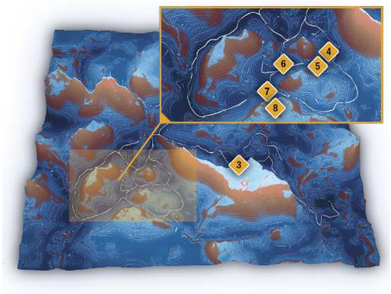
TALK TO KAETUS



KADARA OUTCAST HEADQUARTERS

Upon their arrival, Sloane Kelly and the Outcasts pushed back the kett from Kadara Port, but there are rumors that a band of stragglers is still causing trouble in the badlands. Kaetus **(1)**, Sloane's second, has asked you to investigate. Travel to the transit console **(2)** and head to the slums.

LOOK FOR SIGNS OF KETT ON KADARA



KADARA

Leap over the warden's gate and head to the forward station **(3)** to call the Nomad. Drive the Nomad to Sulfur Springs and find the shuttle wreckage **(4)**.

SPEAK TO THE SURVIVOR

Talk to the injured angaran trader lying next to the burning shuttle wreckage. He's too injured to be moved, and he confesses that the kett took his party by surprise, killed everyone, and he lasted the longest. He says that after the attack, the kett made for the hills.

SCAN FOR KETT TRACKS

Scan the crashed shuttle for Research Data, then drive the Nomad south to the nearby road. Stop at the navpoint on the road **(5)**, jump out, and scan the footprints leading away from the dead body there. The next set of tracks **(6)** to scan is west on the same road. Find the tracks just beyond the Draullir cave entrance and before the fork in the road.

TRACK THE KETT TO THEIR HIDEOUT

Follow the navpoint southwest down the road to the entrance of a large cave **(7)**. Head inside and find a metal doorway. Sloane Kelly greets you as you enter the base. She tells you she's not about to let you fight her battles. The kett burst in and disrupt the impromptu meeting.

DEFEAT THE KETT

DRAULLIR

Battle the kett on the catwalks and those advancing toward you from deeper in the cave system. You face a handful of Chosen, an Anointed, and a Destined. Once the enemy is defeated, the quest ends. You earn a medium amount of AVP and +5% Kadara Viability. Raid the caves' containers and scan the large kett device **(8)** in the farthest nook in the back of the caves.

MASS EFFECT ANDROMEDA

Secondary Ops

Bridge Sabotage

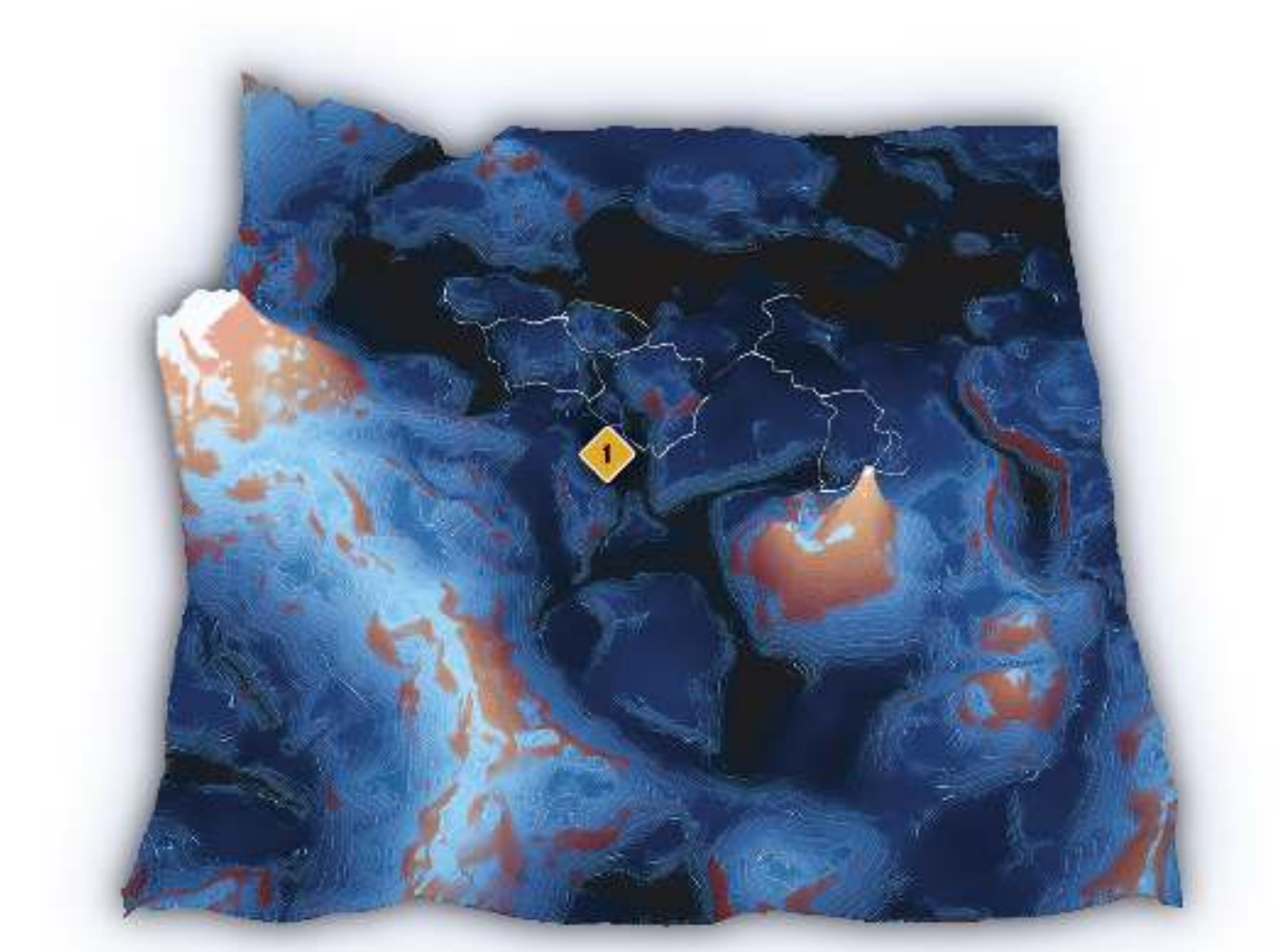
Mission Type: Heleus Assignment: Voeld

Prerequisite: Mission 2, complete “Return to the Tempest” after Aya during “A Trail of Hope”

Start Location: Voeld, southwest of Techiix

Unlocking: Approach the sabotaged bridge on a road southwest of Techiix.

FIND THE BOMBS



VOELD: BRIDGE SOUTH OF TECHIIX

While driving over this bridge **(1)** on the road south of Techiix, you discover kett scattering this way and that. Jump out of the Nomad and gun them down.

Four navpoints appear on the bridge. These are not exact locations but general search areas marked. When you approach a navpoint, follow your radar indicator to home in on the nearby detonator.

DISARMING KETT EXPLOSIVE DEVICES

If you approach the bridge from the northwest entrance, the first explosive device **(2)** is on the bridge support beam over the right side of the bridge. Scan it and then disarm it.

Get back to the top of the bridge and drive almost halfway across to find the next explosive device **(3)** on the edge of the road on the right side. Scan it and disarm it. Drive just a little farther to find the next one **(4)** on the left side of the road.

Lastly, drive to the east end of the bridge and turn left around the side of it to find the last device **(5)** stuck to the northeast support beams (next to some iridium). Scan and disarm it to complete the mission and collect 190 XP.

MASS EFFECT ANDROMEDA

Secondary Ops

Brought to Light

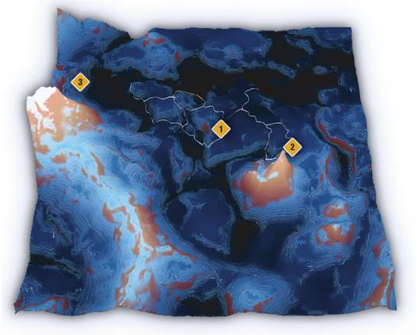
Mission Type: Heleus Assignment: Voeld

Prerequisite: Mission 2, must have traveled to Aya first

Start Location: Voeld: Techiix

Unlocking: Speak to Rjoek.

SPEAK TO RJOEK



VOELD: TECHIIX

Find Rjoek **(1)** behind one of the angaran cruisers near the mouth of the leftmost cave entrance at Techiix. Rjoek, an angaran historian, sent his colleagues to recover a priceless artifact from the Reoesk ruins, but they haven't returned. He's asked for help getting them out of kett territory.

TRAVEL TO THE REOESK RUINS

REOESK RUINS

The Reoesk ruins **(2)** are dangerously close to the kett base in the mountain, which is probably why they're in ruins. Find this one bustling daar tucked away in the side of a snowy hill. Travel on top of the hill to discover an alternate way inside—the top of the daar is revealed through a large opening in the snowy landscape.

DEFEAT THE KETT

When you reach the heart of the ruins, you find yourself walking into a battle between kett and some Resistance fighters. Help the angara defeat the kett. Keep your eye on the radar, because enemies rain down on you from above via a couple of dropship deployments.

SPEAK TO ASTRA

After defeating the kett, follow the navpoint to the gal in charge. Astra tells you that Rjoek is a smuggler from Kadara and he just wants to sell the ancient Voeld map to the highest bidder. Astra says Rjoek is misguided. Her advice: Take it easy on him and bring the map to the Resistance.

OPTIONAL: CONFRONT RJOEK

This part of the mission is optional. If you hold a grudge against Rjoek for lying to you, head back to Techiix **(1)** and have a word with him. If you have Jaal with you (which you should), ask him how he would deal with the situation while talking to Rjoek. Jaal suggests that he report back to the Resistance, that he still has some usefulness in him.

GIVE THE MAP TO INTELLIGENCE OFFICER KAAS

Use the forward station to return to the Resistance base **(3)**. Find Kaas in the main operations area, standing near the consoles and the large holo-map of Voeld. You can talk to him about much, but most importantly, tell him you found the map to complete the mission.

MASS EFFECT ANDROMEDA

Secondary Ops

Conflict in the Colony

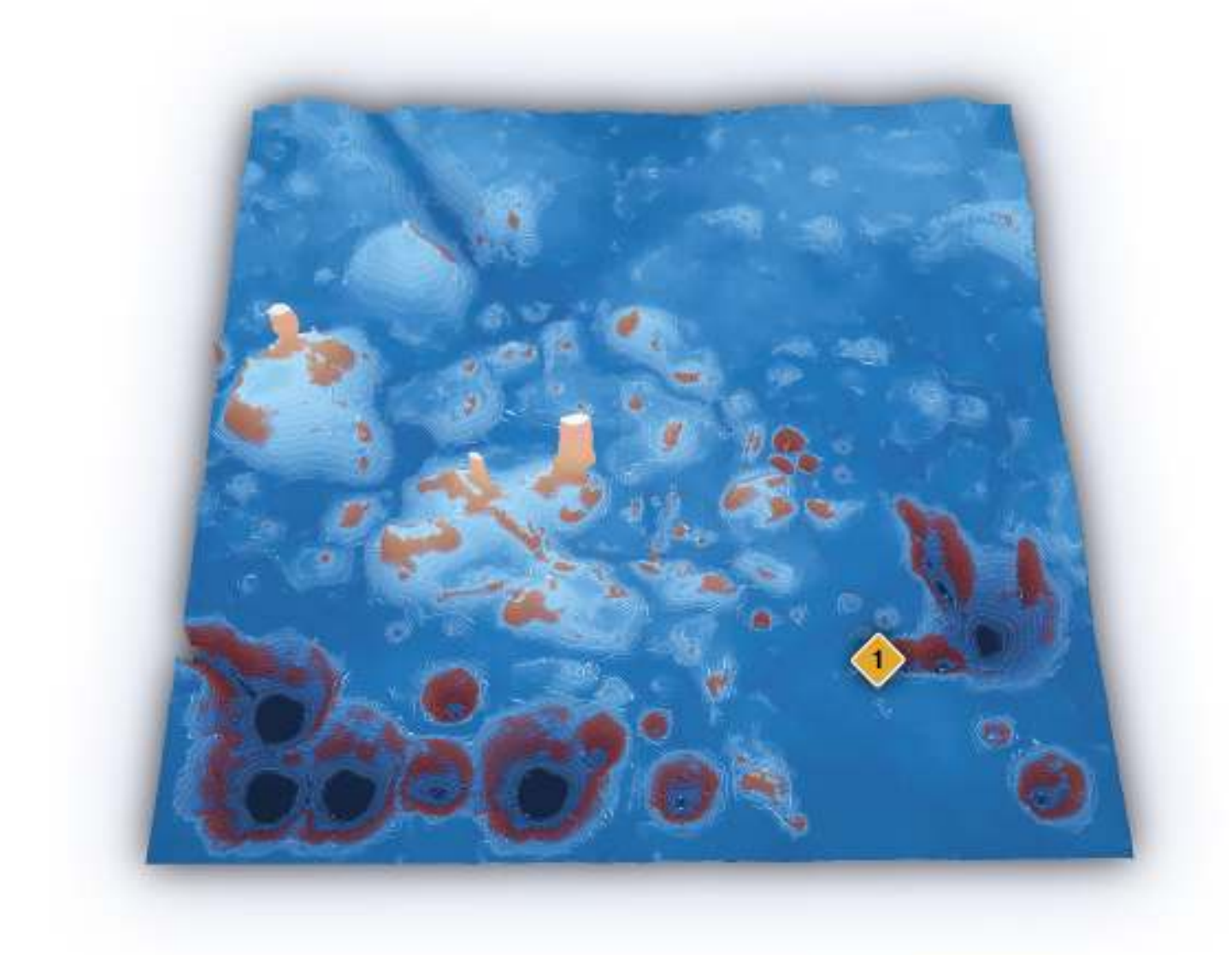
Mission Type: Heleus Assignment: Elaaden

Prerequisite: Access to Elaaden; must have interrogated Vehn Terev in “Hunting the Archon”

Start Location: Elaaden: The Paradise

Unlocking: Enter the Paradise on Elaaden.

VISIT THE PARADISE



ELAADEN: THE PARADISE

A krogan contact named Jorgal Strux has asked to meet secretly at the Paradise on Elaaden. Fulfill this first objective by entering the Paradise (in Paradise Sands, Elaaden).

LOCATE A KROGAN NAMED JORGAL STRUX

Follow the navpoint out the side door of the Paradise, up the catwalks, and to the left to find a shuttle landing pad. There’s a group of krogan standing on the far edge of the dock. This is the group you’re looking for.

SPEAK TO STRUX

Talk to Strux. When pressed about the issue of trouble at the colony, Strux confesses that the leader, Morda, has become a tyrant and she’s planning an attack against the Nexus. You can tell him Drack trusts Morda and that you trust Drack. He suggests you go to the krogan colony to see for yourself what she’s planning, then suggests you talk to Ravanor Brenk. After the conversation, this quest completes, but it unlocks “Parlay with the Krogan,” in which you must visit the colony at New Tuchanka.

MASS EFFECT ANDROMEDA

Secondary Ops

Contagion

Mission Type: Heleus Assignment: Nexus

Prerequisite: Nexus Phase 2, after Kadara opens

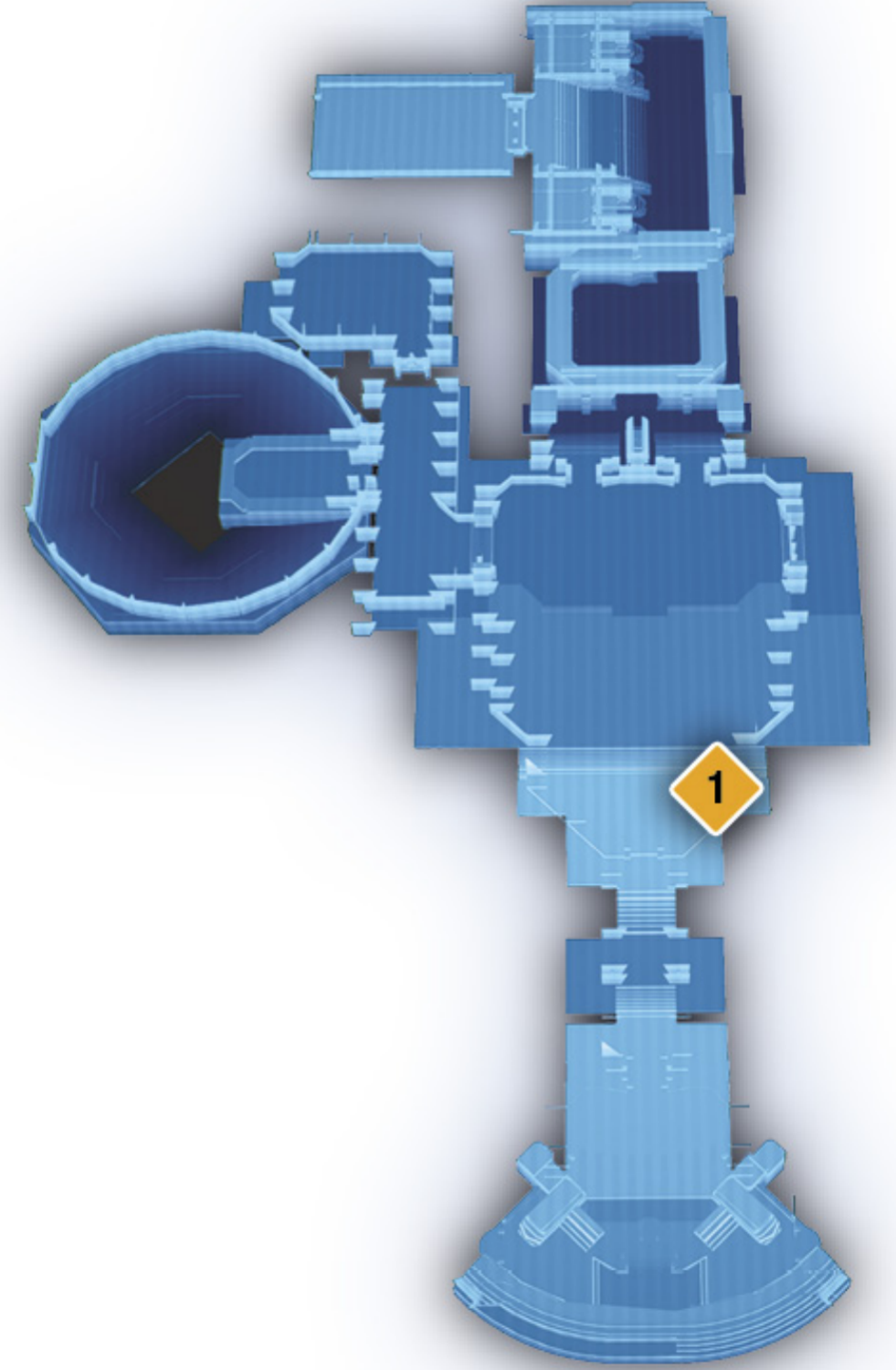
Start Location: Nexus Commons Area

Unlocking: You get an email from Captain Dunn when you reach the docking bay.

READ EMAIL FROM CAPTAIN DUNN

You get an email from Dunn, asking you to come speak to her after Kadara opens during “Hunting the Archon.”

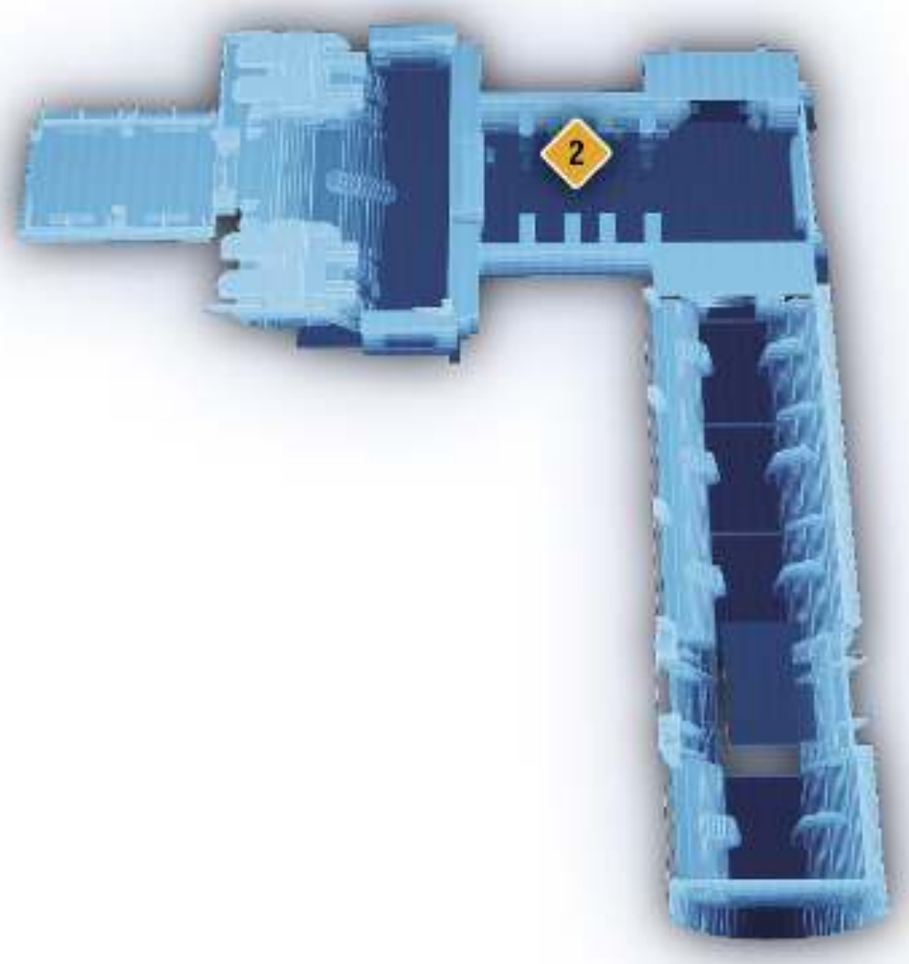
MEET WITH DUNN ON HYPERION'S HABITATIONAL DECK



HYPERION: HABITATION DECK

After receiving the email from Dunn, talk to her **(1)** in the atrium on the Hyperion habitation deck. She alerts you to an issue that needs to be handled discreetly. One of Harry's medtechs snuck on board a sick relative who has a rare illness that could be contagious in its later stages, and now the relative has gone missing. To keep the station from going into panic, this will need to be taken care of without anyone knowing, including Director Tann.

SPEAK WITH HARRY IN THE CRYOBAY

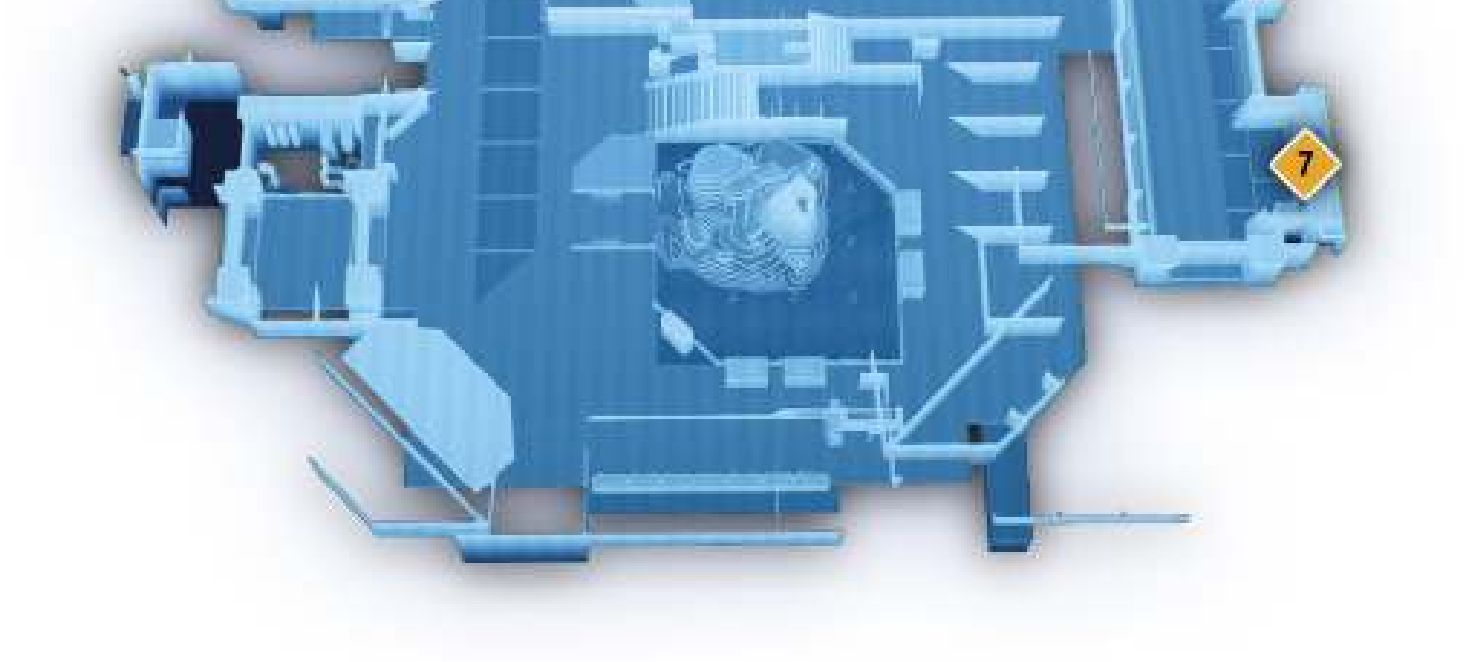


HYPERION: CRYOBAY

Talk to Dr. Carlyle **(2)**, the one taking care of your sibling. He gives you the details on his employee and the employee's sick aunt. The illness is TH-314—deadly, highly contagious in the latter stages, and capable of jumping across species. There's no cure, no vaccine, and she's nowhere to be found.

Symptoms in later stages include bouts of paranoia. TH-314 becomes virulently contagious and airborne at Stage 3. So far she's the only one with it, and it's still at Stage 1.

SPEAK WITH AN IMMIGRATION OFFICER IN THE DOCKING AREA



NEXUS: COMMONS AREA

Take the tram to the Nexus commons. Head to the northeast corner and talk to the immigration staff member **(3)**, without causing a panic, to get last-known-location information on the infected subject, Ruth Bekker. The immigration staff member says there was a problem with Ruth's file, so she restricted Ruth to the commons area. SAM says you can retrace her steps with your scanner.

SEARCH FOR RUTH BEKKER'S PREVIOUS LOCATION

Phantom Ruth can be spotted at the following locations: the immigration station, the display cases, walking toward the tram, trying to enter the tram, walking toward hydroponics, entering the Vortex Bar **(4)**, standing by a table in the bar. Scan her image in the bar to complete this current objective.

GATHER INFORMATION AT THE VORTEX IN THE NEXUS COMMONS

Ask around the Vortex in the commons area. Speak with bar patrons about Ruth. Speak to Dutch (bartender) and then the salarian, Lator Valon, at the bar. Lator directs you to operations. Don't ignore Lexi, who's in a booth drinking. Talk to her before you move on.

DON'T CAUSE PANIC

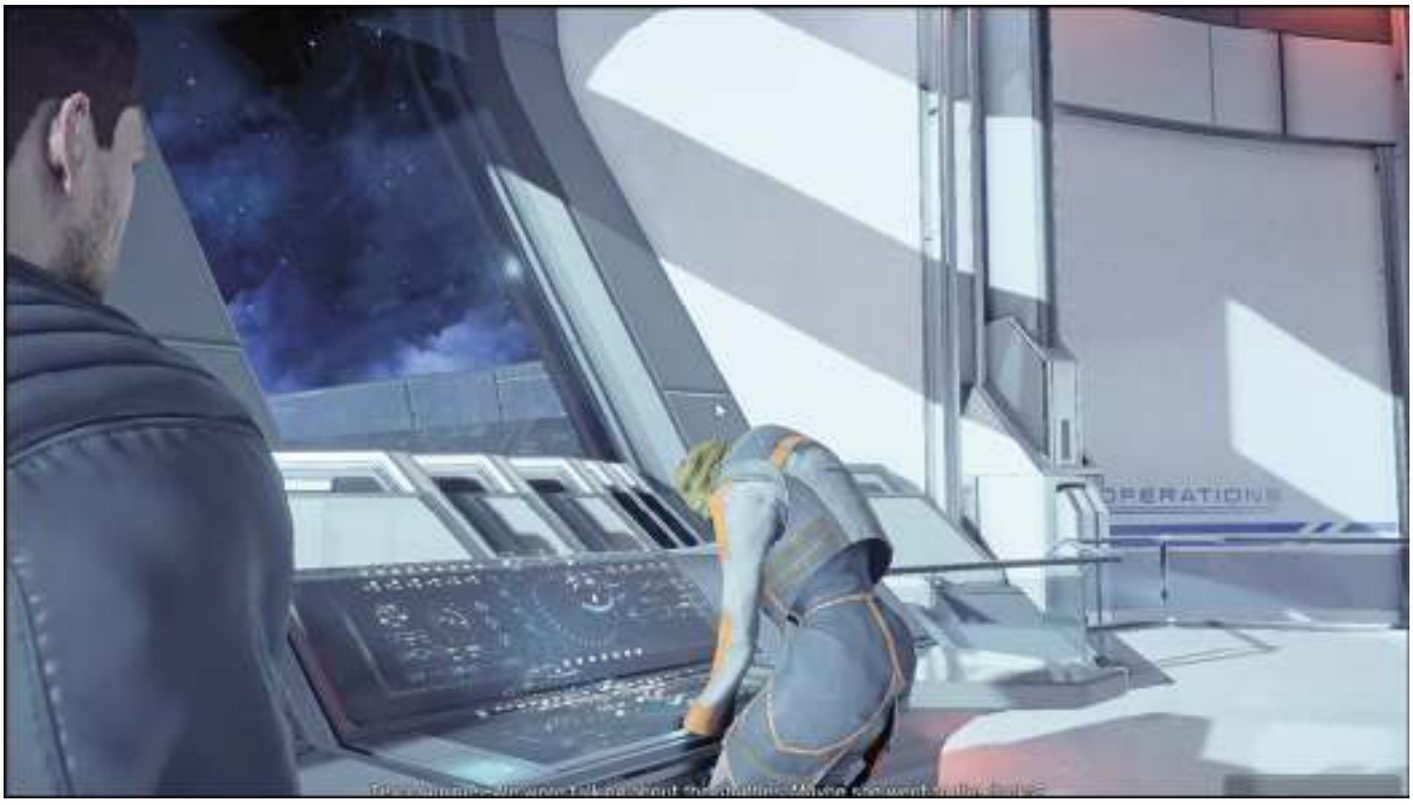
You get a different reaction if you speak to Lator before Dutch. Choosing Lator first yields two dialogue options: Ask Lator if Ruth looked okay, or tell Lator that you must find Ruth. If you choose the latter, two more choices follow: Tell Lator it's an emergency, or tell Lator it's not an emergency. If you say it's an emergency, Lator calls Teron so Teron knows why you're here. If you say it's not an emergency, reassure Lator that everything is okay. The latter option means Teron won't know you when you go to speak with him.

Additionally, if you asked Dr. Carlyle about TH-314 earlier, then after talking with Teron, SAM interjects that Ruth has entered Stage 2. If you didn't ask about TH-314, you learn about Ruth entering Stage 2 from Dr. Carlyle.

SPEAK WITH TERON IN NEXUS OPS

NEXUS: OPERATIONS

When you speak to Teron **(5)** in Addison's office (front desk at a console near the window), you discover that Ruth was headed for the commons area. He said she didn't look so well, and he doubts it was stasis sickness.



INVESTIGATE THE DOCKING BAY

NEXUS: DOCKING BAY

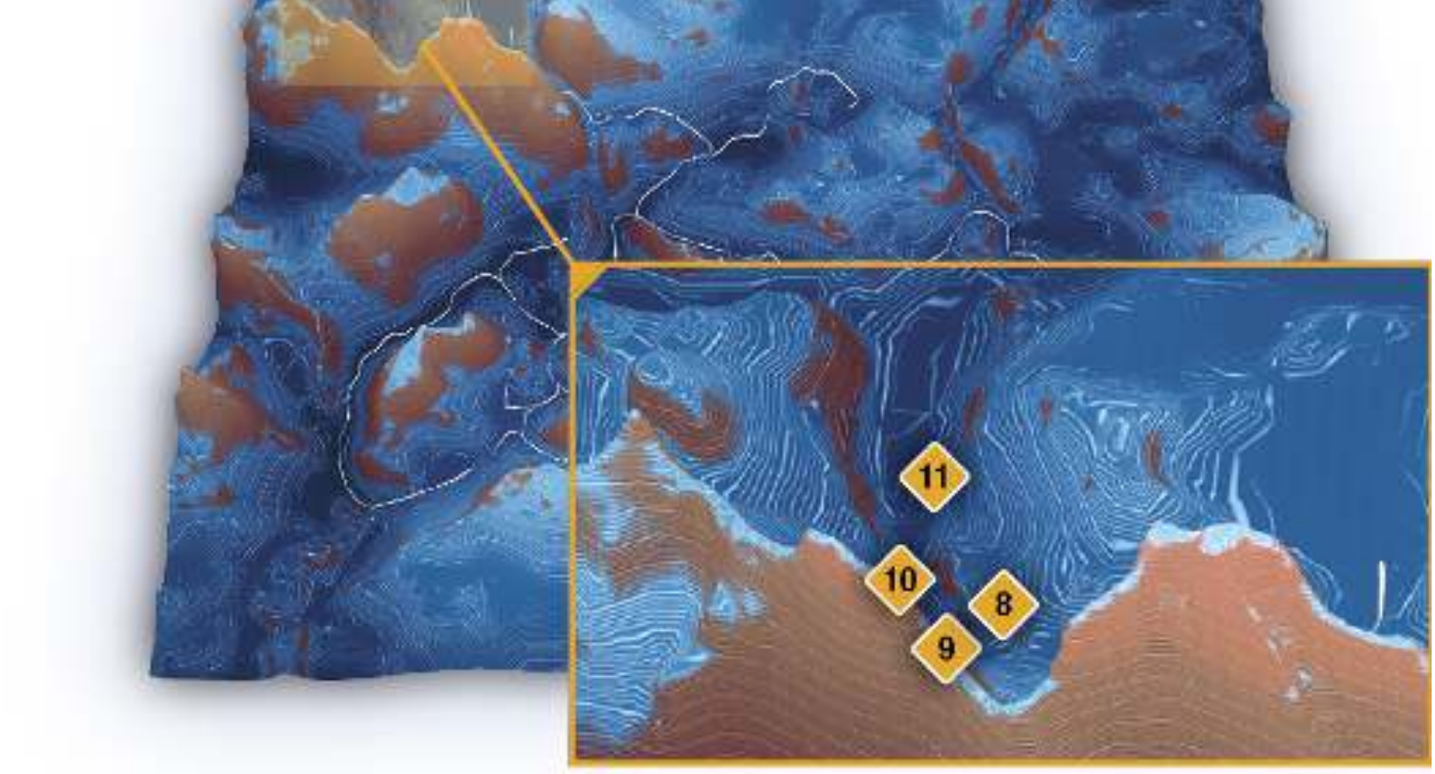
Speak to Samuel Francoeur **(6)**, who's sitting on a bench outside the cultural center's first-level doorway (near the immigration station). He says a lady blindsided him and stole a shuttle. The shuttle has likely left a radiation trail, as he blew a hole in the side of it with a blowtorch when she hit him over the head. Make for the Tempest **(7)**.

INVESTIGATE THE STOLEN SHUTTLE'S TRAIL

Upon entering the Tempest, Suvi confirms they're ready to track the shuttle. You can find points of interest to travel to in the Solminae and Anasa systems. Scanned anomalies in these systems turn up as radiation trails. Investigate them further to get a scanner reading that confirms you're tracking a Nexus shuttle stolen by Ruth Bekker. Finally, you're directed to the

Govorkam system and to Kadara.

FIND THE SHUTTLE ON KADARA



KADARA

KURINTH'S VALLEY

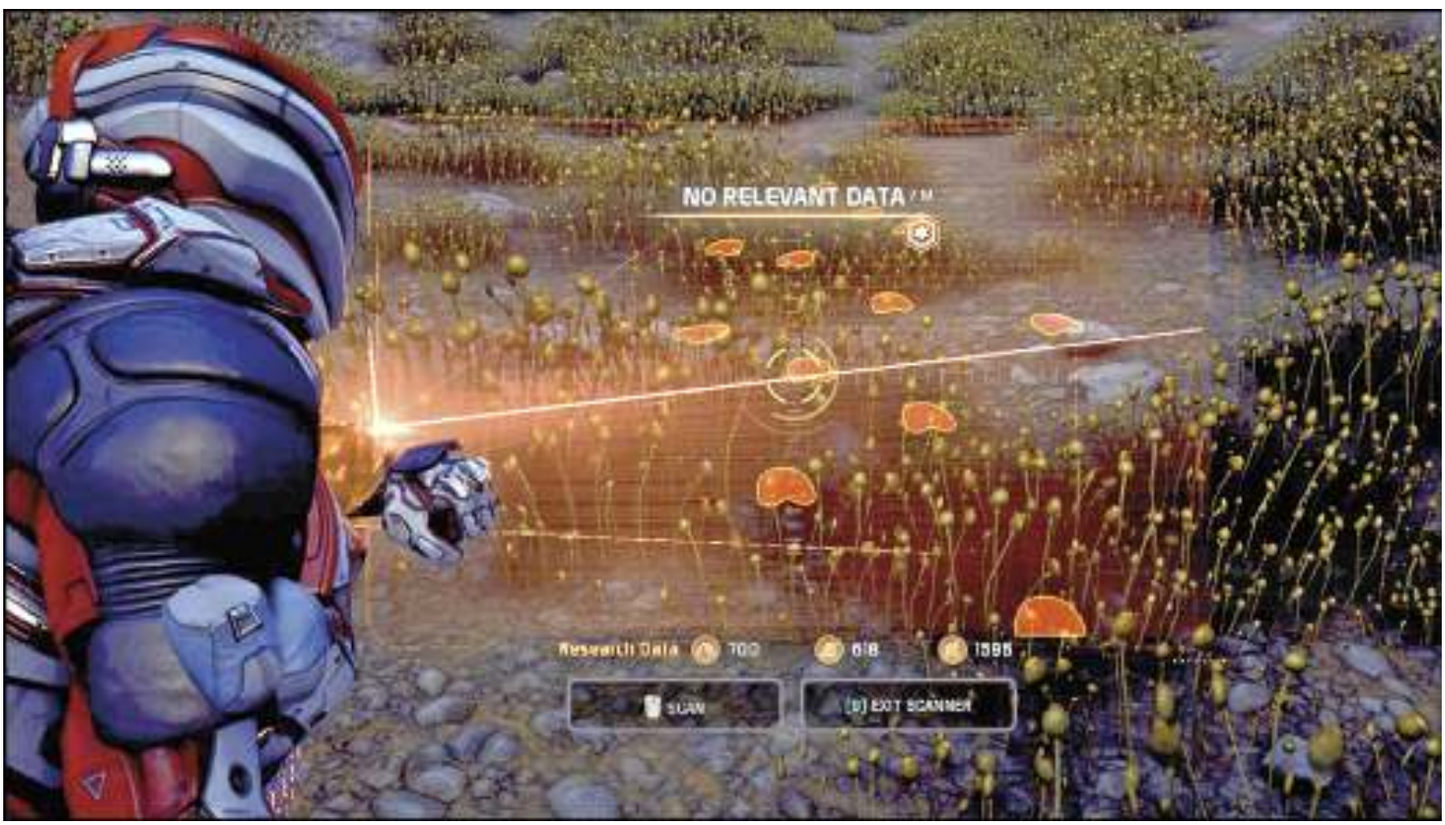
While in northwest Kadara (usually during the quest "Emergency S.O.S."), you discover the quest navpoint **(8)** in the deep northwest. Approach the shuttle wreck at the navpoint. You comment on Ruth being contagious. SAM says there are no life signs.

INVESTIGATE THE CRASH SITE

Pick up the **shuttle cockpit recorder** next to the ship and listen to it. You learn Ruth has been abducted.

TRACK RUTH BEKKER

Scan the tracks **(9)** on the road below another set to the north **(10)** in the same road. After scanning the second set of footprints, you see the building in the distance. You need to enter this building **(11)**.



INVESTIGATE THE BUILDING

Lay down an Assault Turret (if you have one) in the drive near the crates to create a distraction while you attack from the crates in the front yard.

DEFEAT THE ROEKAAR

Defeat all the Roekaar Raiders on the various levels of the outpost.

UNLOCK THE DOOR

Enter the first-floor side door of the facility. Interact with the console on the left wall. This unlocks the door on the second level. There are scannable items in this room, as well as a **container** of loot and a couple **datapads** worth reading —“**Contamination Room”** and “**Medical Report**.”

CONFRONT THE ROEKAAR LEADER

CHOOSE AN OUTCOME

Run upstairs, following the navpoint to an unlocked door. When you enter the room, you're confronted with a terrifying situation. A Roekaar holds Ruth Bekker at gunpoint. She screams for you to get out, that she's contagious. The Roekaar cell leader tells you she will die if you don't let him go. Ruth says he has the virus sample and asks you to just shoot him.

KNOW THE ROEKAAR

If you haven't encountered Roekaar before this mission, Jaal informs you of who they are, if he's in your party.

Ruth Dies

If you choose not to let the leader leave, Ruth is killed. You then battle the Roekaar and defeat him. Ruth's body is placed in a stasis pod.

Ruth Lives

If you choose to let the leader leave, Ruth lives. Ruth is placed in the stasis pod afterward. This concludes the quest, and you earn a good amount of AVP.

MASS EFFECT ANDROMEDA

Secondary Ops

Cora Harper: A Foundation

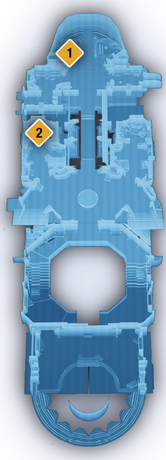
Mission Type: Allies and Relationships

Prerequisite: Have Cora's loyalty from completing "At Duty's Edge"

Start Location: Tempest

Unlocking: Read email from Cora.

READ EMAIL FROM CORA



TEMPEST

Read the email **(1)** that comes after you've won Cora's loyalty and are in very good standing with her, relationship-wise. The email is titled "Inspiration," and she asks to chat next time you're both on the ship. Now's a good time.

SPEAK TO CORA ON THE TEMPEST

Talk to Cora in the bio lab **(2)**. If you're not romantically involved with her, she asks you to accompany her to a site on Eos. If you're in a heavier relationship, see the Secondary Op "Duty Calls."

GO TO EOS WITH CORA

EOS: GOLDEN WASTES

Land on Prodromos **(3)**, then use a forward station **(4)** to get to Site 1.Enter the Nomad and drive north to Site 2 and a little beyond. Head to the small peninsula **(5)** on the west side of the pond.

Clear the critters around the camp and then meet Cora **(5)**. You take her out to the edge of the pond and show her the garden you started for her. She says training is her foundation. You spread seeds together, and the mission ends.

Secondary Ops

Cora Harper: Asari Ark

Mission Type: Additional Task

Prerequisites: Visit Aya or (optional) download asari data during "Cora Harper: Asari Ark" on Eos

Start Location: Eos: Shwartsp

Unlocking: Talk to Cora on the Tempest after visiting Aya or (optional) downloading the data from the crashed asari escape pod on Eos in "Cora Harper: Asari Ark."

WATCH FOR SURVIVORS OF THE ASARI ARK

PREREQUISITE CONDITIONS

To unlock Cora's Loyalty Mission, you must have completed the vault on Eos and traveled to Aya (Orean system) at least once. Talk to Cora aboard the Tempest.

READ EMAIL FROM CORA

When you return to the Tempest from the Aya hub (and meet all the prerequisites for unlocking this mission), check your email and read the one from Cora labeled, "Asari refugees!" She ends the email requesting to speak with you.

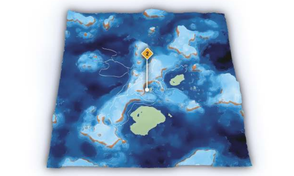
Asari refugees!
To: Ryder
From: Cora
Ryder,
There's a report of asari refugees in the Tiaxa nebula. It might mean
asari that are, say, well-to-do when you're rich.
Cora

SPEAK WITH CORA ON THE TEMPEST

TEMPEST: CORA'S ROOM

When you first talk to Cora **(1)** in her room on the Tempest—after returning from Eos, having discovered the asari escape pod—she tells you there was news that asari refugees showed up at Prodromos. Hydaria oversees this group. Tell Cora, "We should speak to her." Cora wants to tag along when you go.

TAKE CORA TO SPEAK WITH HYDARIA ON EOS

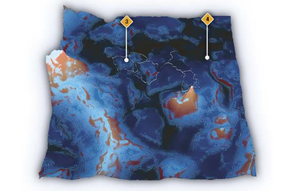


EOS: PRODROMOS

If you forget to take Cora with you the next time you go to Prodromos, use the forward station to choose her from the loadout menu. With that done, enter the second building **(2)** behind the parked Tempest to speak to Hydaria. Cora tells her she's looking for asari ark survivors. Hydaria says they were attacked by elite kett hunters. Apparently Sarissa gave the evacuation order, and if you find the ship that escaped, the crew can tell you where to find the ark. Trace the transponder to find the escaped ship, the Periphona.

TRACK THE PERIPHONA'S SIGNAL FROM VOELD

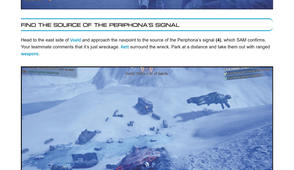
VOELD



Travel to Voeld, and along your travels in the Nomad, set the mission selection and follow the navpoint to the top of a mountain **(1)**.

FIND THE PERIPHONA

When you drive close to the navpoint **(1)** on a snow-covered mountaintop, SAM says the ice or mineral deposits may be reflecting a false positive and that the real signal must be close. There's no sign of the Periphona here. Move on.



FIND THE SOURCE OF THE PERIPHONA'S SIGNAL

Head to the east side of Voeld and approach the navpoint to the source of the Periphona's signal **(4)**, which SAM confirms. Your teammate comments that it's just wreckage. Kett surround the wreck. Park at a distance and take them out with ranged weapons.

FIND THE PERIPHONA'S TRANSPONDER

When the kett threat has been eliminated, investigate the wreckage and begin scanning the various debris scattered about. After you scan a few debris items, the navpoint centers on the transponder. Scan the transponder and interact with it. The find confirms that the wreckage is from the Periphona. The audio states that if the ark finds this recording, then "they failed and the data copy is lost." SAM lends assistance to find the ark using the transponder. You earn 29 AVP for this discovery.

MISSION ON HOLD—BUT REALLY, IT JUST ENDED

At this point in the mission, you must wait for Cora to decipher the transponder data. This doesn't happen until you advance the Priority Ops mission "Hunting the Archon" to the point of interrogating the prisoner at Kadara Port (Outcast Headquarters). "Cora Harper: Asari Ark" ends here and continues as "Cora Harper: An Duty's Edge."

MASS EFFECT ANDROMEDA

Secondary Ops

Cora Harper: At Duty's Edge

Mission Type: Allies and Relationships

Prerequisite: Must have interrogated Vehn Terev in "Hunting the Archon"

Start Location: Tempest

Unlocking: Received Cora's email after interrogating Vehn Terev in "Hunting the Archon."

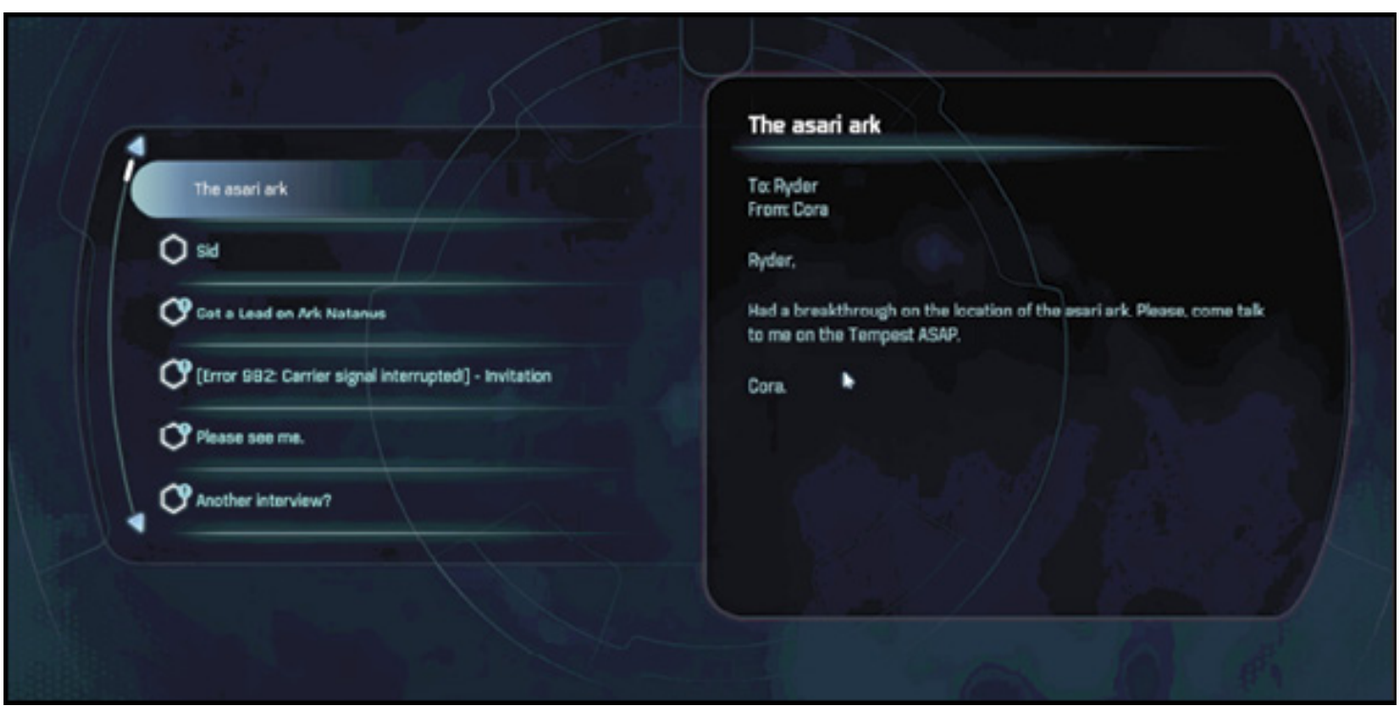
"CORA HARPER: ASARI ARK" CONTINUED

This mission is the continuation of "Cora Harper: Asari Ark." You found the transponder from the ark on Voeld, and that mission went on hold while you waited for Cora to decipher the readings. The email received from Cora triggers the continuation of her quest.

READ EMAIL FROM CORA

TEMPEST

The asari ark, the Leusinia, is still missing. Given Cora's history with asari commandos, she has spearheaded the effort to find the Leusinia and bring it home to the Nexus. After finding the transponder on Voeld, she deciphers data and has a lead. Talk to her on the Tempest.



TEMPEST: CARGO BAY

Once you've returned to the Tempest and read her email about leads on the asari ark, talk to Cora in the cargo bay **(1)**. She patched the flight recorder data using SAM's help, and they now have the asari ark's last heading. Navpoints are given, so head there whenever you're ready.

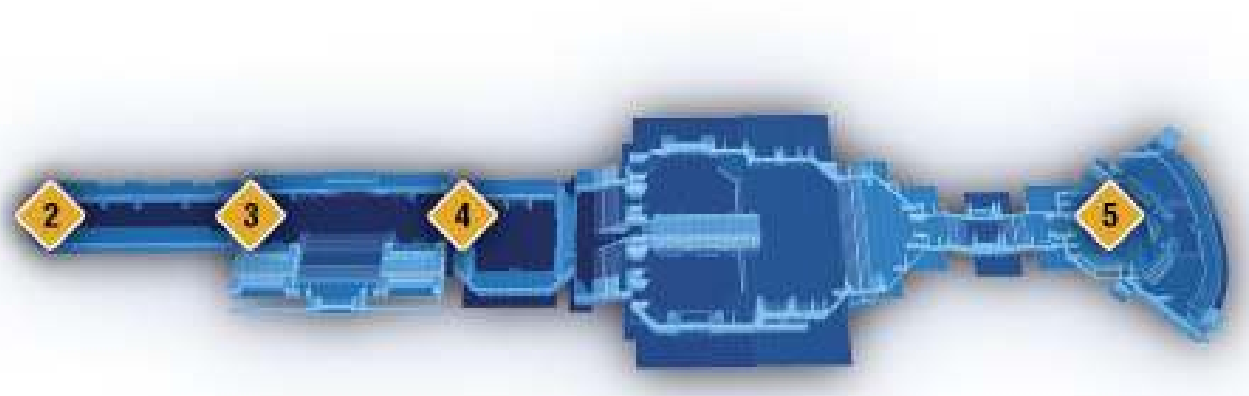
SEARCH THE VALAY SYSTEM FOR ARK LEUSINIA

Back on the bridge, take the Tempest to the Valey system and scan for anomalies. You get a hit off to the right of Hipaal. Launch a probe to discover the Ark Leusinia. Choose to embark on the mission, and make sure to take Cora with you on this (her) adventure.

In the cutscene before the docking sequence, you learn Cora has a lot of admiration for Sarissa, the Ark Leusinia Pathfinder's bodyguard. According to Cora, Sarissa is a legend.

DOCK WITH ARK LEUSINIA

ARK LEUSINIA DOCKING BAY



You begin in the docking bay **(2)**, with your first navpoint directing you to the end of the passage. You ask Suvi if there's any sign of life on comms. She replies the sensors are busted. Head through the first doorway **(3)**. You can scan debris in the stairwell area, but there's no sign of life here. Move to the next door **(4)**, which is locked.

REACH THE BRIDGE

When you approach the locked door, sirens go off, red lights come on, and you hear Captain Atandra over comms threatening to start decompression. She thinks you're kett. You scream back your ID, and SAM sends her your team's identification codes. She calls off the attack and can be seen on the monitor at the locked door. She invites you to the bridge.

ATRIUM

Head through the now-unlocked door and pass through the atrium (all the arks are very similar in design). Continue forward through a couple of doorways until you reach the bridge **(5)**.

BRIDGE

Here you meet Captain Atandra and Sarissa Theris, the asari bodyguard Cora so looks up to. You learn the Leusinia's Pathfinder died, which made Sarissa the new Pathfinder. Sarissa stole a module from the kett containing tactical data that allows the ark to navigate through the Scourge. During the conversation, you learn there are still kett attackers aboard the ark, and it will take an FTL burn long enough to lose the kett ships to get the ark to the Nexus. The drive core is dead, and the Leusinia is stuck at minimal power. Your task is to get the FTL burn needed to save the ark.

RIDE THE TRAM TO HANGAR CONTROL

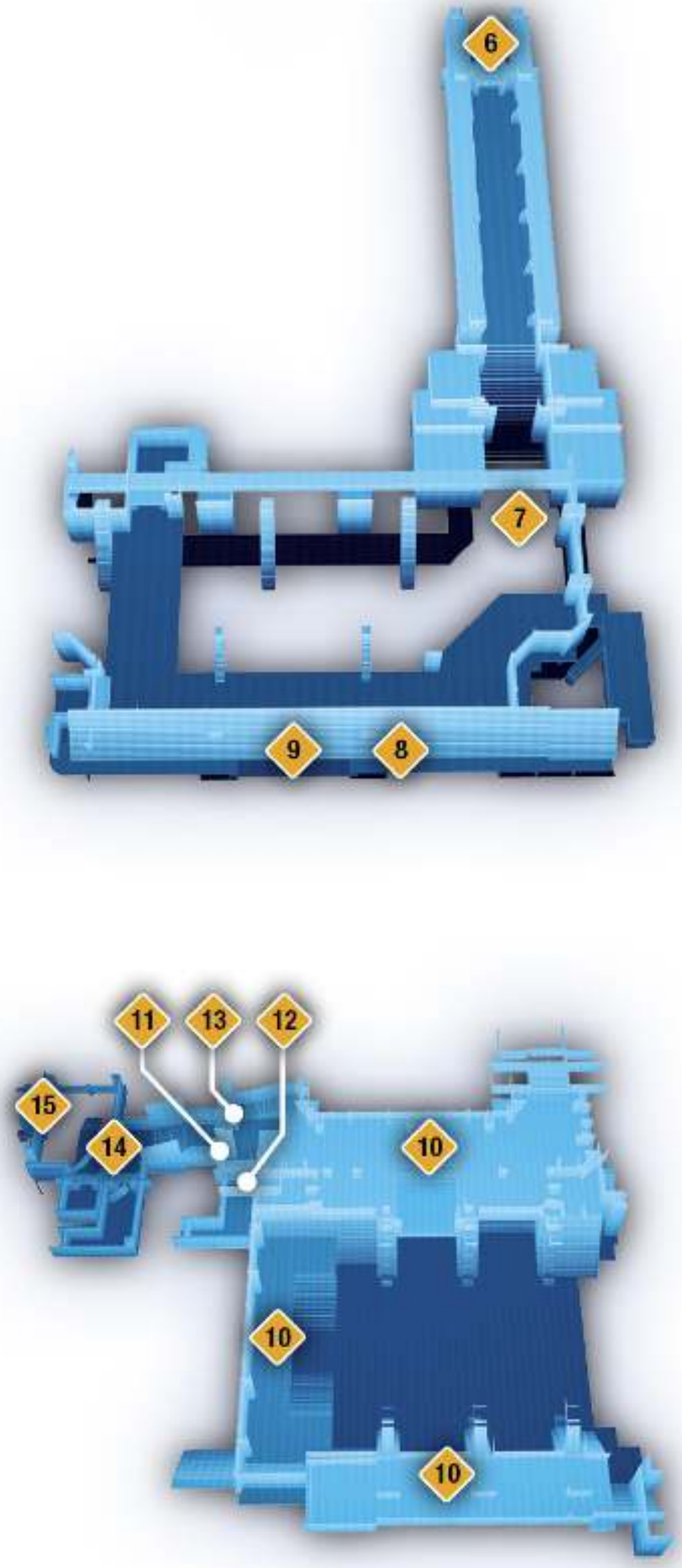
TRAM

After the meeting with Sarissa and the captain, you find yourself on a tram. Interact with the tram console. The ride gives you time to talk to Cora.

LOOK FOR ASARI COMMANDOS IN HANGAR CONTROL

HANGAR CONTROL

FLOOR THREE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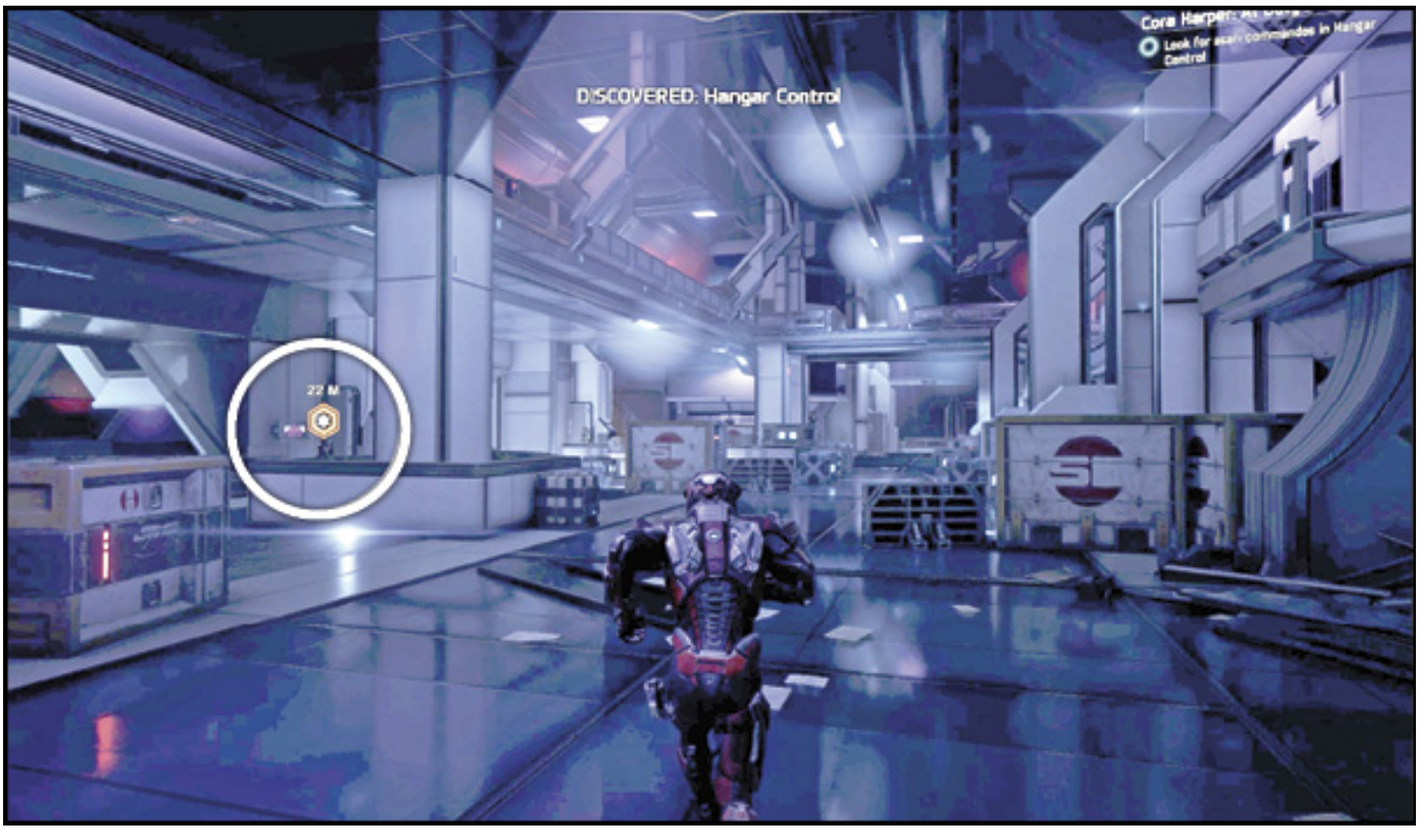
You exit the tram into a third-floor hallway **(6)**. Open the first door and head down the hallway, following the navpoint. Descend a ramp to the second floor to reach Hangar Control **(7)**.

FLOOR TWO

Find Vederia Damali **(8)**, Sarissa's new second-in-command, at the navpoint—a console at the back wall. She almost attacks you as you come up behind and surprise her. She's excited to see that the human ark made it. Cora asks her if she can help get main power back for FTL travel.



Vederia says she tracked the power drain and thinks shutting the hangar bay doors will fix it. The kett forced the doors open, and power is draining as the safeties try to shut them. She asks you to look at the console while she keeps watch.

ACTIVATE THE HANGAR DOOR OVERRIDE

In the control pit—adjacent to where you found Vederia—is the Hangar Control **(9)**. Activate it. SAM announces that the hangar door closure sequence has started. Kett enter the room.

DEFEND THE HANGAR DOOR OVERRIDE CONSOLE

A Hangar Door Closure Sequence meter appears in the top-right corner of the screen. When this meter fills, the doors close completely. You must hold off waves of kett while this closure procedure occurs. Watch your radar to find the Chosen and kill them quickly.

Remain in the glowing zone around the Hangar Control as much as possible. Send the team out to target kett that would require you to leave the zone. The Hangar Door Closure Sequence meter stops filling when you leave the target zone. Note that the zone around the control turns red when you venture outside. Keep your eyes on the upper-floor catwalks **(10)**—the main entry point for most of the attacks.

Waves of kett get stronger as Anointed start showing up, followed by Wraiths (which are the first to rush your position). There are ammo and health crates near the target zone, so you can replenish without leaving for very long.

ELIMINATE THE REMAINING KETT

Once the hangar doors shut, kett access is cut off, but you're still tasked with killing the remaining kett. You can leave the control area to hunt down and defeat them. Use your radar to help the process along.

SPEAK TO VEDERIA

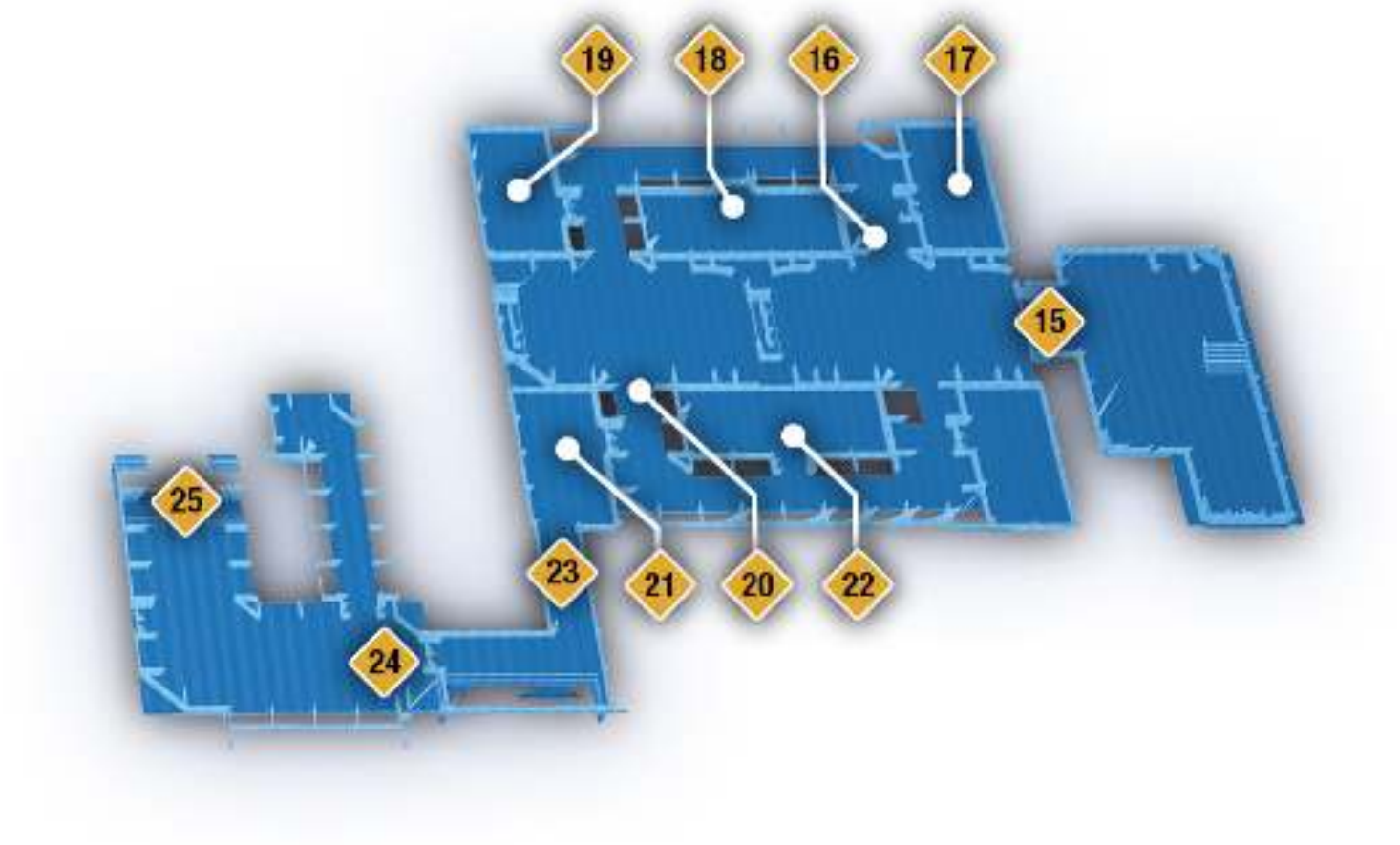
Follow the navpoint down the corner stairs, and find Vederia **(11)** at a console near a couple of doors on the second level. Tell her that SAM detected some failed electrical junctions. Vederia confirms the information and says some fires started that shouldn't have. She assumes something big is draining the power on the lower decks. She theorizes that the kett are trying to delay you long enough to allow the Valiant's ship to catch up.

She suggests splitting up to give them two targets, and volunteers to check on the escape pods while you investigate what's draining the power below. She leaves through one door **(12)**; the other door **(13)** opens at the bottom of the stairs you descended earlier. Head through to reach the lower level, then open the next door **(14)** to access the living quarters.

GO BELOWDECKS THROUGH THE LIVING QUARTERS

LIVING QUARTERS

FLOOR ONE



Follow the navpoint downstairs. Scan the debris, raid the **container**, and inspect the **datapad**. Follow the navpoint to a closed door **(15)** in this landing area. Enter the next large area—the living quarters.

Take the first hallway on the right **(16)**. In the first room **(17)** on the right, find a **container** and a **shrine to Matriarch Ishara** on the bed. Scan the First Aid Station for Research Data.

The next room **(18)** on the left contains a personal locker under a large monitor that can earn you some Research Data when scanned. There's another locker on the floor to the left between bunk beds—more Research Data. Activate a terminal in this room to learn about childcare rotation and read a goodbye letter. There's a **datapad** on a table and an item **container** on the kitchen counter.

In the last room **(19)** on the right, at the end of the hallway, is a terminal where you can read a couple of letters, one from Sarissa. Scan the locker on the bed and the weapon storage cabinet for Research Data, and search the item **container** on the floor between the bunks.

Leave the hallway of exploration and enter an open area, where a couple Wraiths rush you from the next hallway **(20)**. Find conveniently placed ammo and health crates in the next room **(21)** on the right. The doorway **(23)** you must pass through to continue this quest is also in this room.

But if you're a completionist, backtrack and inspect the last room **(22)** in the hallway, but prepare to open fire as soon as you open the door. There are two Chosen inside. The payoff is a huge crate of goods under the fuzzy monitor. Scan the ration crate for Research Data.

Return to the ammo room and head into the next area through the door

(23). Traverse a bending hallway and enter a larger hallway choked with debris and fire. Vault over the debris and head down the next set of stairs.

SECURE FIRE CONTROL

FIRE CONTROL

LEVEL B1

Head down the stairs while avoiding the fires, and enter the Fire Control room **(26)**, where you're greeted by kett hostility. Defeat the Chosen, Anointed, Destined, and Wraiths. As the battle plays out, more Chosen and another Destined drop into the room from above. Continue the fight until they're all wiped out. You can find ammo and health crates at the front of the room on the floor near the console platform.

REACTIVATE THE FIRE-SUPPRESSION SYSTEM

Follow the navpoint to find and activate the fire suppression-system **(27)**, using the console on the platform. Tampering with the system causes a malfunction, and sparks fly. Scan the conduit in the floor and follow it to the back of the room.

REROUTE POWER TO THE FIRE-SUPPRESSION SYSTEM

The conduit leads to a panel **(28)** on the wall. Scan this power junction and then interact with it to override the fire-suppression system. Return to the console **(27)** on the platform and reactivate the fire-suppression system. Leave the room through the unexplored hallway **(29)**.

MEET VEDERIA

Continue through the bendy hallways to find ammo and health crates **(30)**. The room **(31)** next to the crates contains a **datapad**, workshop equipment that can be scanned for Research Data, and a large **container** with a high probability of containing an Asari Sword. There's also a terminal with evacuation and security messages.

Leave the room and continue through the ark to the observation deck **(32)**, where you find Vederia **(33)** working on some interesting-looking device in the middle of the room. Talk to her. She explains it's some sort of mass effect field device. Someone rigged it up because the kett sheared off some hull plating. It helped hold the hull together while people escaped. Now it needs to be shut down; it's the source of the power drain.

SCAN THE MASS EFFECT FIELD DEVICE

Scan the mass effect field device **(33)** so SAM can help shut it down. SAM says it will take two people to accomplish the task: one disconnecting the cables and another at the device itself.

DISCONNECT THE THREE POWER CABLES

There are three power cables on the observation deck to disconnect. Two power cables **(34)** and **(36)** are located beside the lower-level doorways, and the third **(35)** is next to a doorway on the upper-balcony walkway. A wave of kett attacks occurs each time you disconnect a power cable, and you cannot interact with the next power cable until all the kett in that wave are defeated. So, in total, you must overcome three waves of kett attacks before you can disable the mass effect field device.

ELIMINATE THE KETT ON THE OBSERVATION DECK

Each of the three waves of kett attacks consists of Wraiths, Destined, Anointed, and Chosen. In the second wave, the number of Chosen increases. In the final wave, after the final power cable is disconnected, expect twice the number of all enemy types, compared to the first wave.

DISABLE THE MASS EFFECT FIELD DEVICE

After the last kett is defeated, approach the mass effect field device **(33)** and deactivate it. With that done, Captain Atandra announces that the drive core is coming back online and congratulates you. She'll be moving the ark in a few minutes. You ask her if FTL travel is still possible with a hull breach. SAM accesses data from the ark, and you hear a recording of Sarissa and Matriarch Ishara. It turns out that Sarissa left the Pathfinder to die in order to secure the kett data she acquired. At this point the conversation options begin prompting you to choose whether or not to side with Sarissa's decisions.

GET TO DECK 12

After the mass effect field device is shut down and FTL travel is possible, the kett are detected heading for the breach in the hall on Deck 12. You need to get there ASAP. Head through the door **(37)**. On your way, SAM cautions that local gravity could be affected if the mass effect field device is triggered remotely. In the upcoming battle, triggering the device is an option. Replenish weapons and health as you enter Deck 12 **(38)**.

REPEL THE KETT ATTACK ON DECK 12

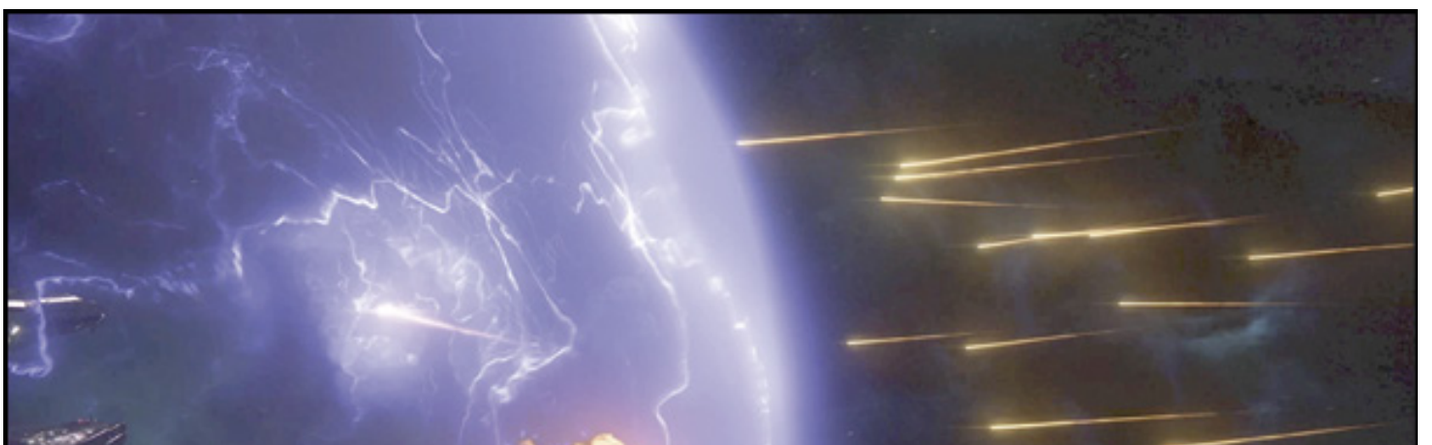
Notice the lack of gravity when you enter Deck 12. You and your team have mag boots, so you're not affected by the lack of gravity as many items in the room are. If you wish, turn on the gravity via the mass effect field controls at the console **(37)** on the middle-tier balcony in the back of the room.

Survive waves of kett attacks. You face many Chosen, Anointed, and Destined. The Valiant himself shows up to the battle in the second wave. You must destroy his circling orb before you can bring down his shield to cause any damage to this powerful foe.

This is where your team can help—have them focus on the orb, and make sure they're reloaded and ready to attack the boss when the orb is destroyed. You don't want to be reloading during the little time the boss is vulnerable to attack. When he finally goes down, with his dying breath he commands his crew to forget capture and destroy the ark.

GET THE LEUSINIA TO SAFETY

Sarissa and Cora hold off the kett ship attack using biotic shields. The kett missile attack is reflected, and the stray missiles bounce back and destroy the kett ship. The captain moves the ark away from the resulting explosion.



At the end of the mission, you tell Cora that she needs to talk to Sarissa about Ishara's message. Cora spills the beans as Sarissa approaches to thank your team. Sarissa seems surprised the logs survived. She explains that she failed to protect the Pathfinder because she was protecting all lives on the ark. The only problem is that she told no one of her choice. During the conversation options, you can side with her by keeping the knowledge quiet, or you can suggest that the asari people should know. This is not a critical decision. You can choose to let the people know; when the captain approaches, you can give Sarissa the chance to remain Pathfinder by selecting "Keep Sarissa as Pathfinder." Or you can have her canned. The choice is yours. How do you feel about the decision she made?

KEEP SARISSA AS PATHFINDER?

Choosing to give Sarissa another chance does not influence what happens near the end of the game. Having three Pathfinders at Meridian determines whether Captain Dunn dies. However, the asari Pathfinder can be Sarissa or Vederia; as long as you complete this mission, an asari Pathfinder assists at the end of the game.

You console Cora on the flight back to the Tempest. She's had a tough time, what with toppling her hero in front of her crew and all. You can choose to further romance her during this conversation. No matter how you communicate with her here, you earn her loyalty at the end of the mission. Cora's Rank 6 skills are unlocked.

Cora: As a Pathfinder? My mistakes would be worse than Sarissa's
I like you anyway.
You've done great things.
You're still special to me.

MASS EFFECT ANDROMEDA

Secondary Ops

Cora Harper: Duty Calls

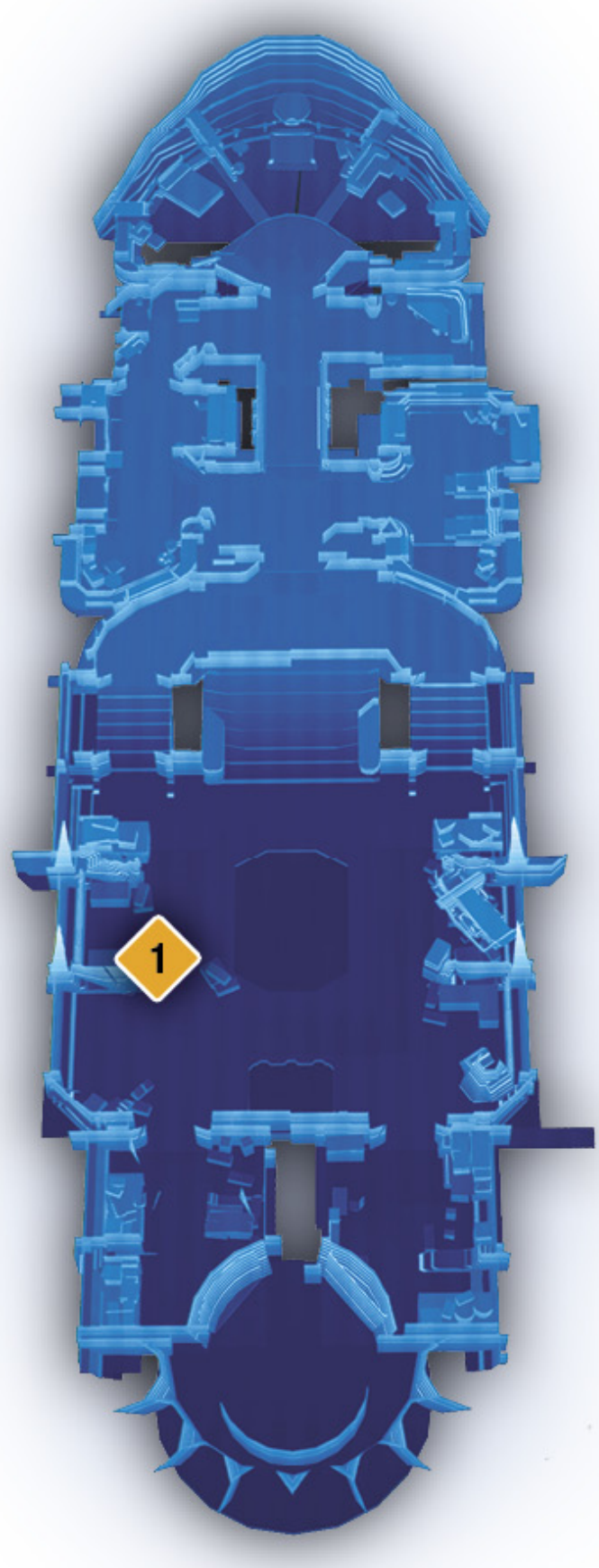
Mission Type: Allies and Relationships

Prerequisite: Complete Cora's Loyalty Mission, "At Duty's Edge"

Start Location: Tempest

Unlocking: Read email from Cora.

READ EMAIL FROM CORA



TEMPEST

Read the email that comes after you've won Cora's loyalty and are in *very* good standing with her, relationship-wise. The email is titled "Come See Me?" She asks to chat next time you're both on the ship. She says it's urgent.

CORA LIKES GUYS

You can only reach this quest if you're playing as Scott Ryder; Cora will not enter into a serious relationship with Sara Ryder.

SPEAK TO CORA ON THE TEMPEST

Find Cora in the cargo bay and speak with her. She says there's a lighting malfunction in your quarters that needs addressing immediately. Answer, "Let's go right now." The conversation moves into your quarters, and you can take the relationship to the next level by selecting an emotional answer from the conversation options that follow.

MASS EFFECT ANDROMEDA

Secondary Ops
Counting Bodies

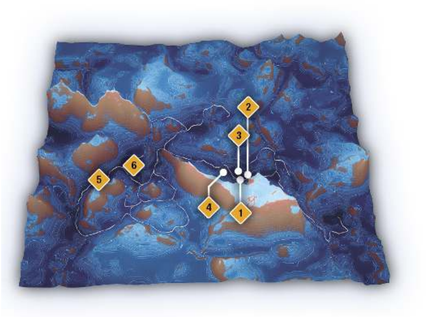
Mission Type: Heleus Assignment: Kadara

Prerequisite: Must have interrogated Vehn Terev in "Hunting the Archon"

Start Location: Kadara

Unlocking: Talk to Saneris and Drexel

SPEAK TO SANERIS AND DREXEL



KADARA

This is likely the first mission you stumble across as you begin to explore Kadara (once you leave the port and the slums). Pick up this quest by talking to Saneris **(1)** and Drexel on the platform facing the acid pool directly across from the warden's station and first forward station.

Saneris and Drexel ask you to scan murder victims in the badlands. One wants justice; the other wants profit. Search for bodies in the cesspools, scan them, and decide who gets the information.

SCAN FIVE CORPSES

BODIES NEAR THE SLUMS

There are three bodies in the acid pools around Saneris and Drexel, and one body **(2)** on the far east side of the pools. Use the overhanging boulder to get close enough to scan without stepping in the acid (which can kill you and your squadmates).

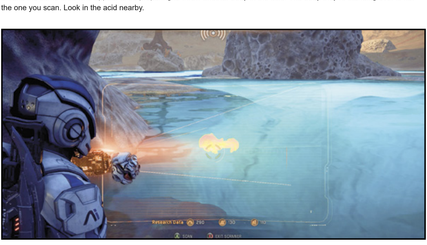
The second body in the main pool is close to a **cultivation plant** you should scan while here. Jump from island to island, avoiding the acid, to get a scan of this decaying body **(3)**.

The last body is in the small pool of acid to the west. You can easily scan it from the pool's edge.

SULFUR SPRINGS BODIES

Find this body **(5)** in an acid pool by the side of the road in Sulfur Springs.

There's a body **(6)** in the pool of acid near the site of the future Initiative outpost. You can catch a couple of suspicious aliens around the same area who appear to be preparing to throw another body in the acid. The body they're standing over is not the one you scan. Look in the acid nearby.



RETURN TO SANERIS AND DREXEL WITH THE SCAN DATA

With all the bodies scanned, use the forward station in front of the slums to fast travel back to Saneris and Drexel **(1)**. You have two choices—either give the scan data to Saneris to see justice done, or give it to Drexel for a reward. If you choose the reward, you get an Angran Firaan III melee weapon. If you see justice done, you earn a small amount of AVP and Kadara Viability +2%.

MASS EFFECT ANDROMEDA

Secondary Ops
Crisis Response

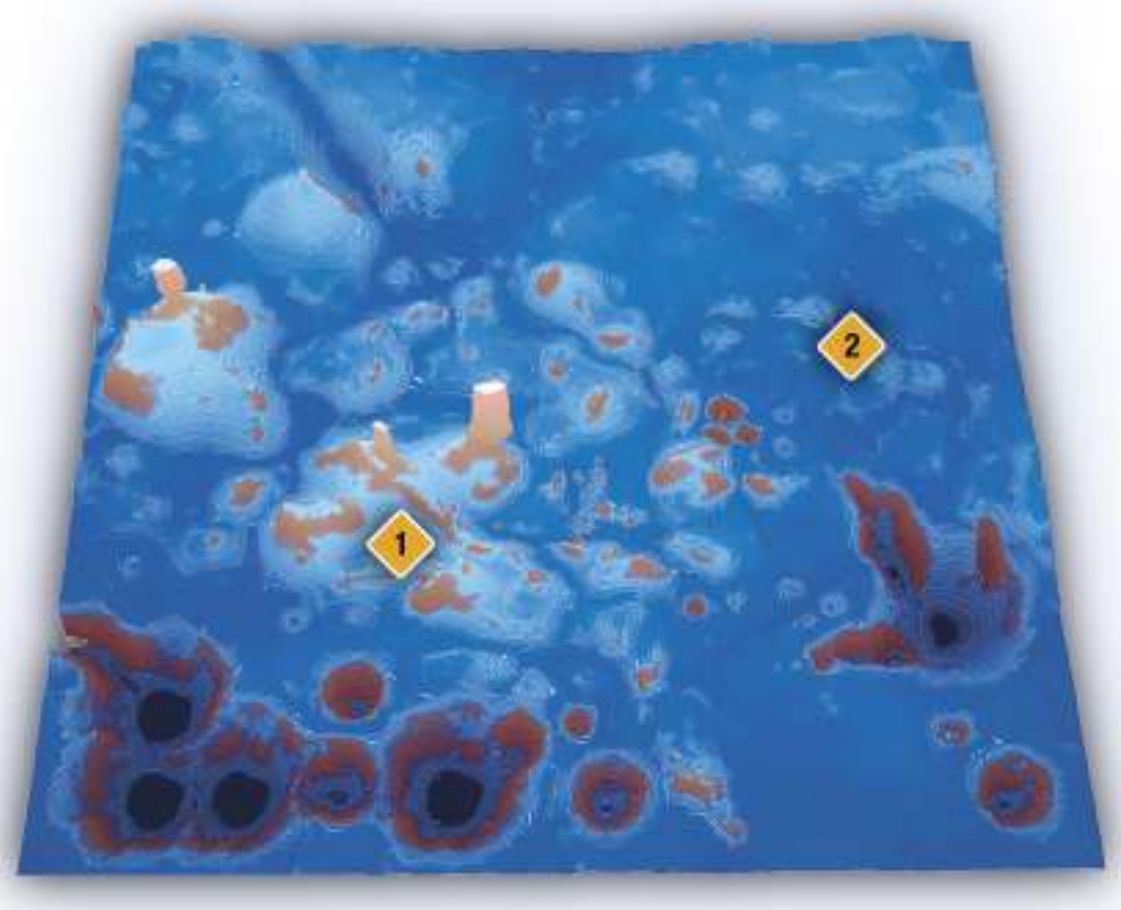
Mission Type: Heleus Assignment: Elaaden

Prerequisite: Land on Elaaden

Start Location: Research building at the flophouse ("Misery")

Unlocking: Acquire the datapad in the research building that gives you coordinates to a crash site.

FIND THE DATAPAD



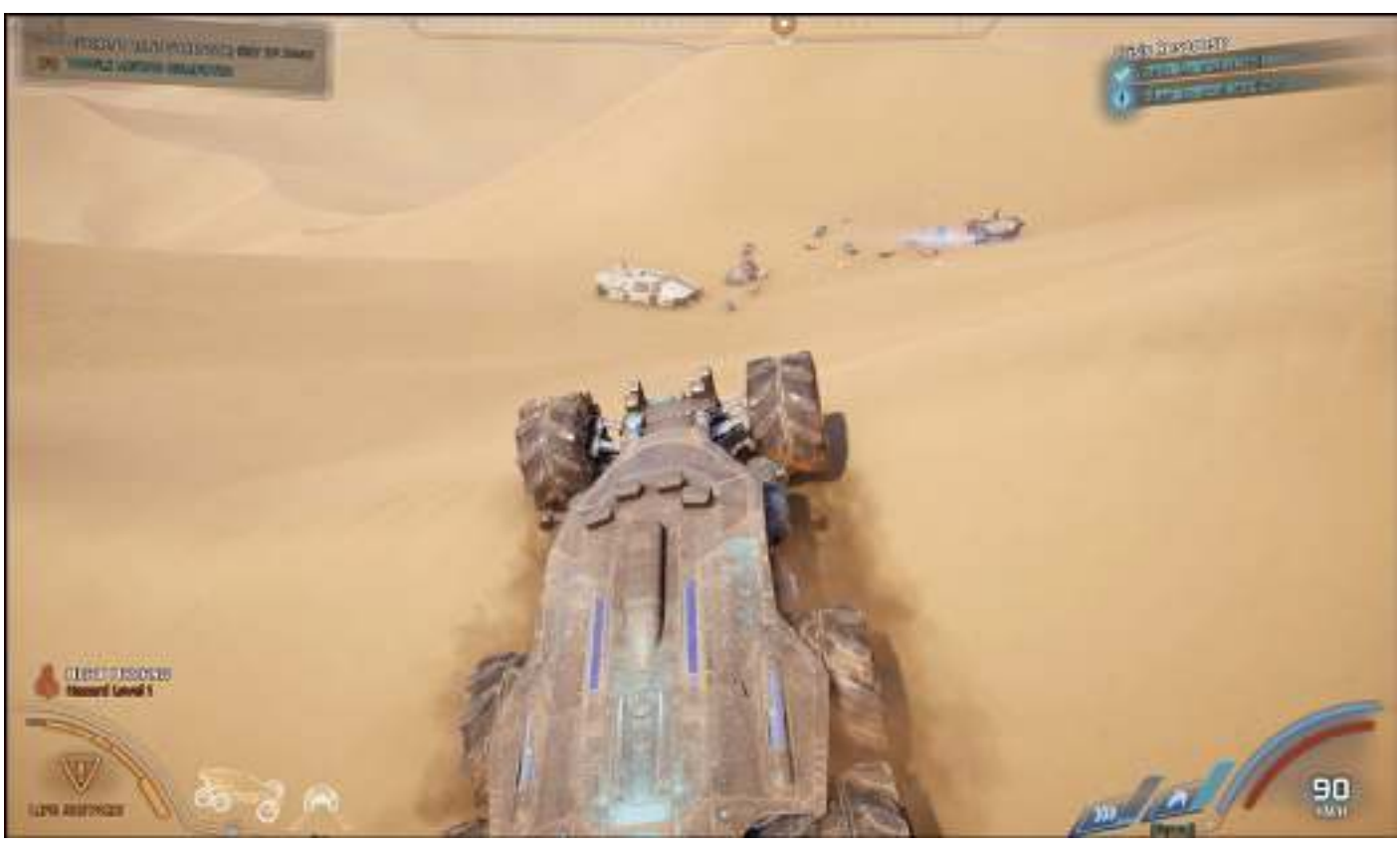
SCAVENGER FLOPHOUSE ("MISERY")

While in the scavenger flophouse for the mission "The Flophouse" or "Search for the Stolen Remnant Drive Core," enter this research building's second floor **(1)** and take the **raid plans datapad** from the table. A recent transmission between two scavengers discusses a ship crash. There might be survivors. A navpoint in the northeast is plotted.

LOCATE THE CRASHED SHIP

SEA OF ATARAXIA

While on the east side of Elaaden, follow the navpoint in the Sea of Ataraxia to the scene of the crashed ship **(2)**.



DEFEND THE CRASH SURVIVORS

Jump into the middle of the battle that's already underway. Defend the crash survivors by eliminating the scavenger Sharpshooter and Raiders. When the original group is defeated, a dropship arrives and delivers a squad of Raiders. Bury them in the same grave.

TALK TO THE SURVIVORS

When the battle is over, find and speak to the pilot. Have SAM call down for a rescue ship, for which the pilot thanks you. This completes the mission. You earn a small amount of AVP and add +2% Elaaden Viability.

MASS EFFECT ANDROMEDA

Secondary Ops
Cross-Cultural Alliances

Mission Type: Heleus Assignment: Havarl

Prerequisite: Mission 3, complete "A Dying Planet"

Start Location: Tempest

Unlocking: After completing "A Dying Planet," read the "Havarl: Science Team Deployment" email.

READ BENEDICT GEFFEN'S EMAIL

TEMPEST

By activating Havarl's lost monolith and resetting the vault, you prevented the plant's destruction. Angaran scientists at the Pelaav Research Station expressed an interest in working with Initiative teams. Director Addison dispatched several researchers to the planet and has asked you to check in on the situation there. The next time you're on Havarl, science team members Dr. Hawkins Macintyre, Zerra Kassian, Farley Berra, and Cody Holdren have set up a lab on the top floor of the angaran headquarters building in Pelaav.

Havarl: Science Team Deployment
Still a home, even if not ours
Writings of Sarissa Therle
Havarl: Science Team Deployment
From: Benedict Geffen
Pathfinder Team:
The Nexus has approved the request for a multi-disciplinary team to be posted on Havarl (a.k.a. Habitat 3) to assist with the angaran efforts there.
Primary Team Members:
Dr. Hawkins Macintyre (Xenoanthropology, Team Lead)
Zerra Kassian (Botany, Environmental Engineer)
Farley Berra (Entomology)
Cody Holdren (Quartermaster)
Both angara and Nexus teams have expressed interesting in having the Pathfinder visit Havarl again to observe cross-cultural efforts.

CONTACT DIRECTOR ADDISON FROM HAVARL

HAVARL: PELAAV RESEARCH STATION

Head to the top floor (through the exterior) of the angaran headquarters building **(1)** and activate the holo-communicator inside the research room to contact Addison.

During your conversation with Addison, you learn the Initiative will not be placing a settlement on Havarl, but will only deploy people to assist the angara with their plans for Havarl. Addison asks you to address the people regarding the victory at Havarl. You can choose either of two flavors: "You have to see this place" or "First contact continues here." This quick mission earns you more AVP and increases Havarl's Viability.

MASS EFFECT ANDROMEDA

Secondary Ops

Defeating the Kett

Mission Type: Heleus Assignment: Eos

Prerequisite: Land on Eos

Start Location: Defeat the kett at Site 1 during Priority Op mission “A Better Beginning”

Unlocking: Defeat the kett at Site 1 or come within range of the kett base.

INVESTIGATE THE KETT PRESENCE

KETT BASE

You discover the kett presence during the kett attack at Site 1 **(1)** when you first land on Eos and attempt to acquire the Nomad. The next step is to find their base **(3)** or outpost **(2)**. Prepare for a battle when you discover their mountainside outpost, which sits on a cliff ledge below the main kett base. This is a serious battle for beginners. Consider leveling up before clearing the kett from the base.

FIND A WAY INSIDE THE KETT POWER FACILITY

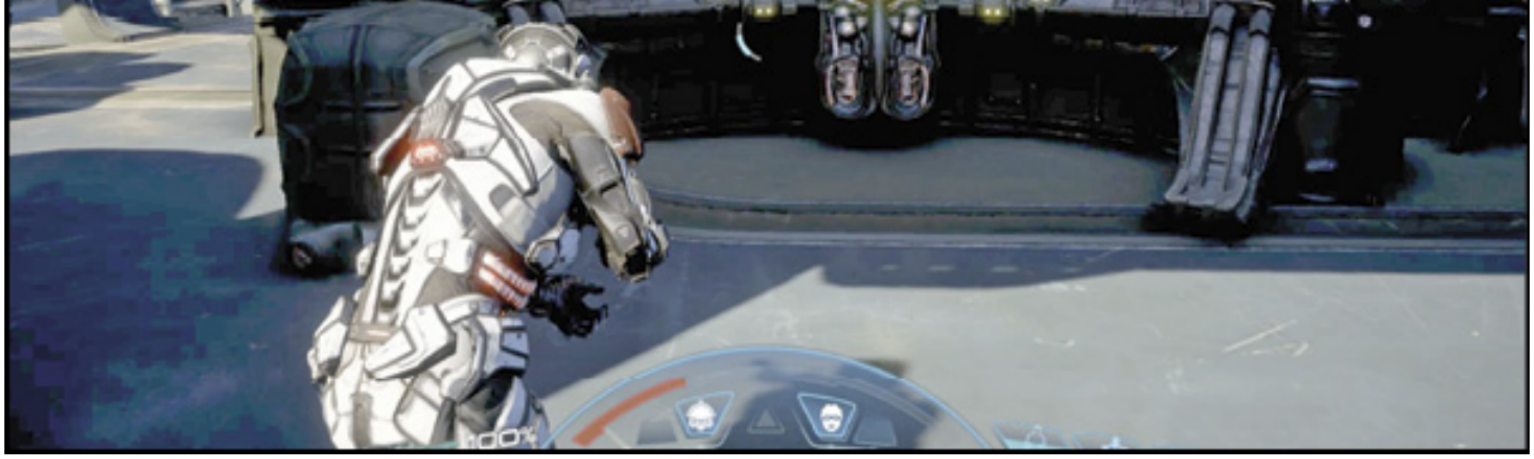
Begin at the front door **(3)** and use the crates on the front “lawn” to protect yourself from the kett and their two turrets guarding the entrance. Snipe the turrets first and then begin clearing the kett from the front porch.

UNLOCK THE SHIELD GATE

When most of the kett are dead, run up to the left of the locked door and hack the locked console. This gives you a hacking zone around the console and two minutes to hold your ground while you wait for the shield to go down. Defeat the dropship deployments of kett, including Anointed, Chosen, and Destined. Use the crates for cover and the many ammo crates around to keep you shooting. Once the hack timer is complete, the shield goes down and you can enter the facility.

OPTIONAL: ACCESS THE KETT SHIELD ARRAY

Completing the optional objectives stops the dropships from continually delivering kett. First, defeat the kett through the entryway **(4)**. Then use the console on the lower-level platform ahead of you **(5)**. This sets the shield generators to overload.



OPTIONAL: SET THE SHIELD GENERATORS TO OVERLOAD

Note the two platforms **(6)** and **(7)**. These are two generators you must sabotage. Tackle them in either order. A dropship deploys enemies at each location. Continue to battle the kett.

OVERLOAD THE KETT SHIELD ARRAY

After sabotaging both generators, head to the top platform near the entrance and deactivate the console **(8)** facing the unexplored side of the kett base. This decreases kett reinforcements.

ACCESS THE STRONGHOLD CORE

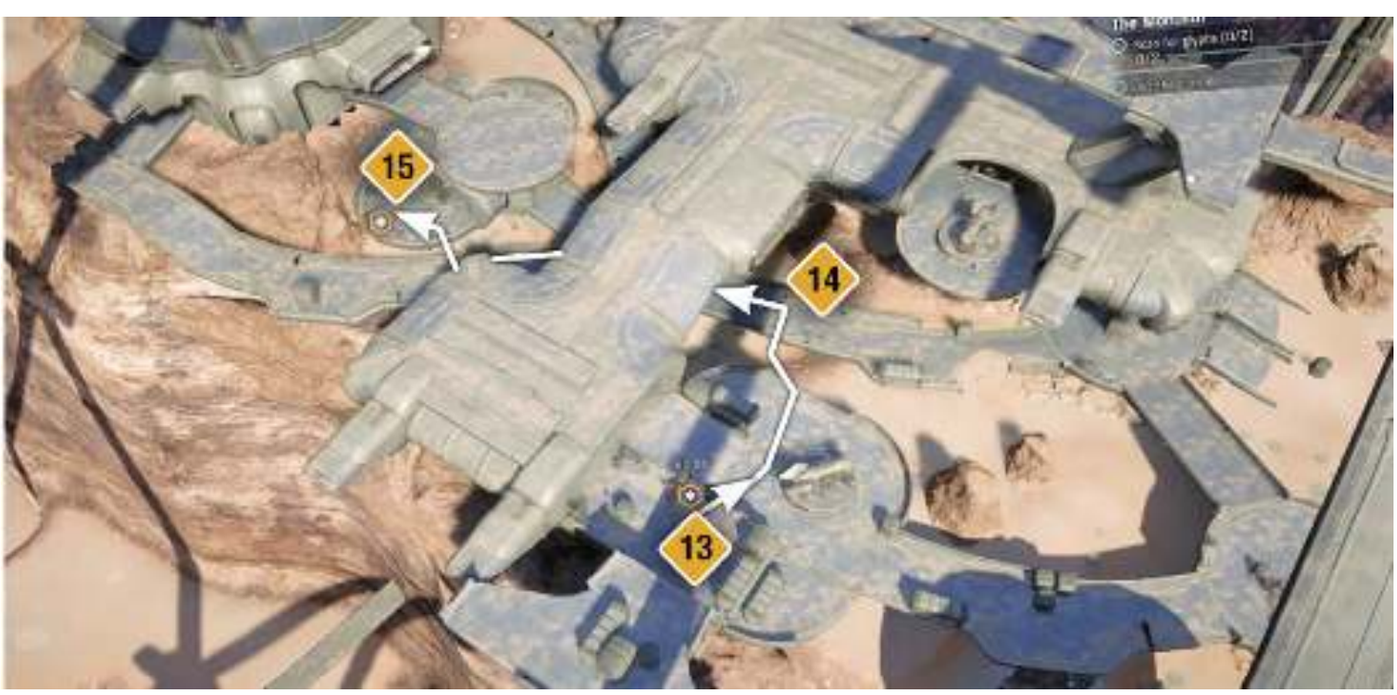
Press forward across the central platform **(9)** and defeat the Destined and Anointed. Jump down to a lower platform **(10)** and then enter the main facility **(11)**.

INVESTIGATE THE KETT PRESENCE

To finish the initial objective, head into the base **(11)**, battling the Anointed, Destined, Chosen, and Wraiths. Follow the navpoint to the top floor, jumping from the lower floor to one of the openings on the balconies above where you enter the base. Deactivate the console **(12)** near the window. Doing so triggers a lockdown via remote security measures.

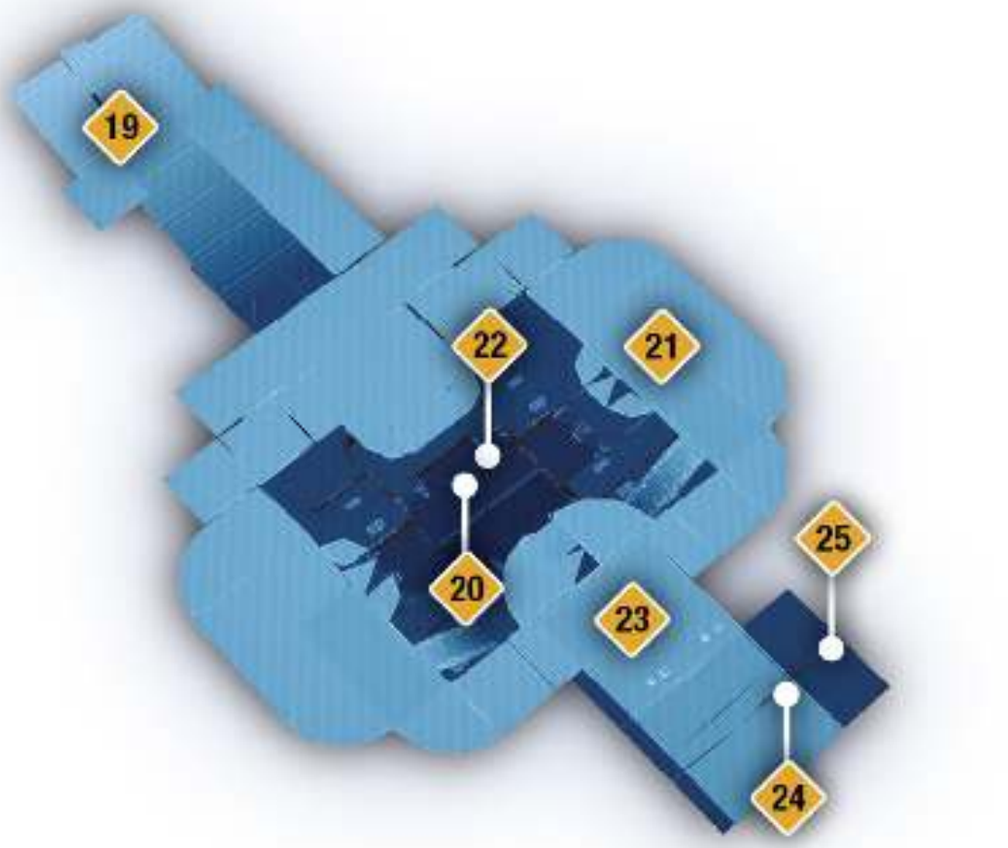
OVERRIDE THREE SECURITY TERMINALS

You must locate all three security consoles to override the lockdown. The one that started the mess counts as the first terminal **(12)**. Stay on the second floor for now. Turn around, run out across the left platform, and jump down to the lower platform on the left to find the next console **(13)**. Resist entering the open building to the left of the console; instead jump down to the lower pathway **(14)** and follow it to the balcony holding the last console **(15)**. Deactivate the lockdown.

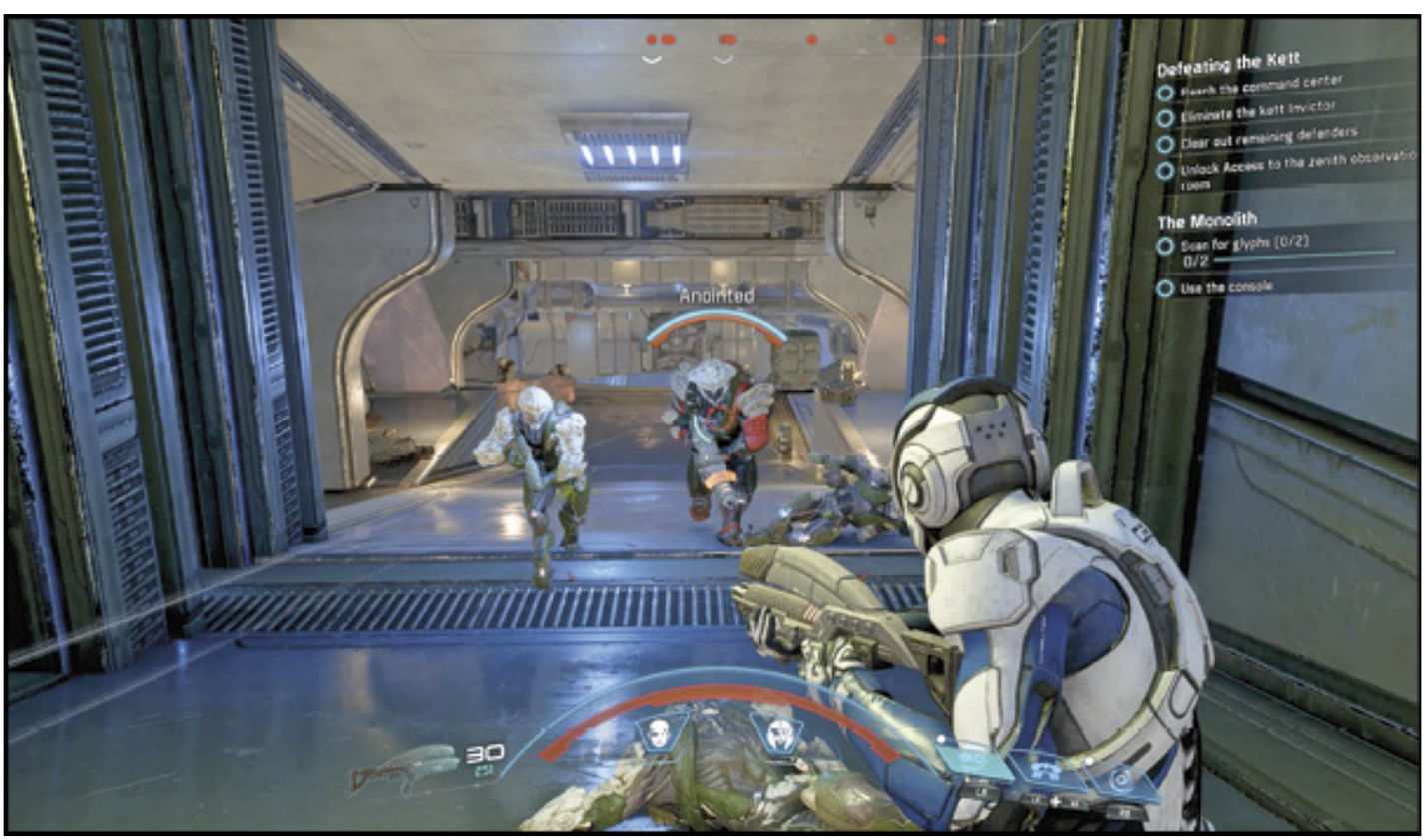


Access the rightmost walkway **(17)** and follow it around to the right-side entrance of the stronghold core **(18)**. Use the console inside to open a round hole in the floor. Drop in and defeat the kett below **(19)** as you make your way down the stairs to the lower base.

REACH THE COMMAND CENTER



On the lower levels **(19)**, defeat the Chosen, Anointed, and even more Chosen along the route to the command center **(20)**.



ELIMINATE THE KETT INVICTOR

Once in the command center, you're tasked with eliminating the Invictor. You can usually find him on the top floor around the left side **(21)**. Shoot his orbital cube first, then take him out.

CLEAR OUT REMAINING DEFENDERS

Clear this large room of all remaining kett. Use the radar. Look for red and hunt them down; sometimes they cling to cover positions.

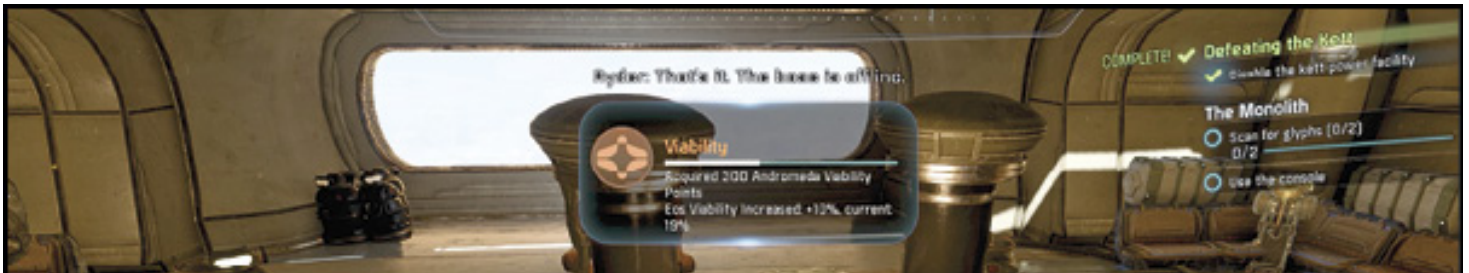
UNLOCK ACCESS TO THE ZENITH OBSERVATION ROOM

When the kett are all cleared, use the console **(22)** in the middle of the lower floor to open the next door **(23)**. Pass through the short hallway and open the door on the left **(24)**. Use the elevator controls **(25)** to ascend to the zenith observation room.

ACCESS THE ZENITH OBSERVATION ROOM

DISABLE THE KETT POWER FACILITY

Step off the elevator **(25)** into the zenith observation room. Raid all the containers and scan the kett **core encryption** tech. Lastly, approach the console near the window and use it to knock the base offline. That completes the quest. You earn a very large amount of AVP, and Eos Viability gets a +10% increase.



Secondary Ops
Dismantled

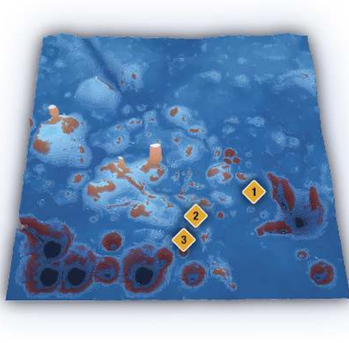
Mission Type: Heleus Assignment: Elaaden

Prerequisite: Must have interrogated Vehn Terev in "Hunting the Archon"

Start Location: Elaaden

Unlocking: Starts when you approach one of three Remnant sites.

INVESTIGATE THE REMNANT SITE



ELAADEN

SAM has identified sites where scavengers could find Remnant cores, and has modified your omni-tool to disable the cores and prevent them from reacting and becoming dangerously unstable.

INVESTIGATE THE THREE REMNANT SITES

The Remnant sites involved in these quests are easily recognizable. They're teeming with scavengers, wildlife, and Remnant. There are massive amounts of pillars and Scourge pockets. First things first, destroy all the scavengers and Remnant. After you complete the first site, the next two sites are given navpoints on the map.

MAKE THE REMNANT CORE INERT

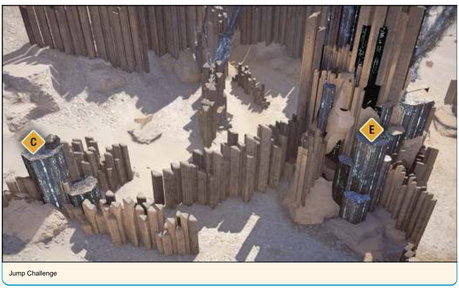
Climb and jump across the dark Remnant pillars (the ones that look like they're wearing computer circuit board camouflage). Find the pillars that lead to a Remnant core, and then deactivate it. The hacking time is lengthy, so make sure you've cleared enemies that could harm you while you're hacking. More Remnant spawn after you deactivate the first core. Two of the sites feature two cores each; one site has three cores.

SITE 1: NORTH OF THE PARADISE

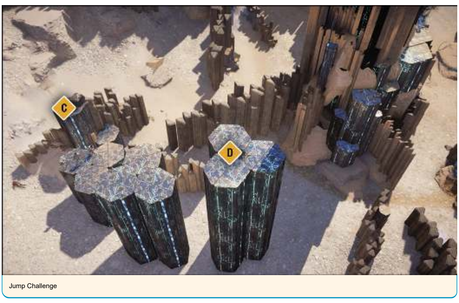
This site has two Remnant cores, both of which are fairly easy to reach. One core **(A)** is practically on the ground. Numerous pillar steps allow you to reach the higher core . You face Remnant Observers and Raiders at this site, and likely a Fiend as well.

SITE 2: PARADISE SANDS

At this site you confront Adhi, Remnant Observers, scavenger Pariahs, and Anarchists. This site contains three Remnant cores, one of which is hidden. Jump up and deactivate the first core . Doing so raises pillars next to it and allows you to reach a core that comes up with them. Jump from the second core over to the pillars leading to the third core.



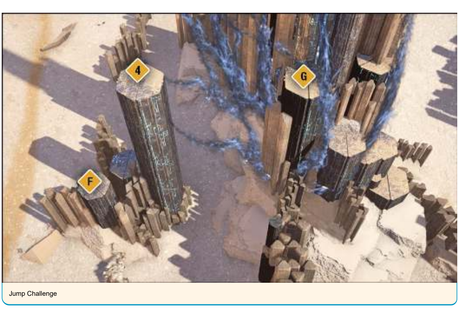
Jump Challenge



Jump Challenge

SITE 3: PARADISE SANDS

Here you encounter Adhi, a Taurg, and a Fiend; dropships delivering scavengers; and Narisse, accompanied by Sharpshooters and Raiders. One of the two Remnant cores **(F)** at this site is low, a couple of pillar jumps from the ground. The other **(G)** is more of a challenge and requires multiple pillar jumps, one of which sends you through the Scourge. After deactivating this core, run and jump to a pillar **(4)** to reach a loot **container**.



Jump Challenge

MASS EFFECT ANDROMEDA

Secondary Ops

Dissension in the Ranks

Mission Type: Allies and Relationships

Prerequisite: Complete "Know Your Enemy"

Start Location: Tempest

Unlocking: Read email "Message from New Tuchanka: Troubling Kett Activity."

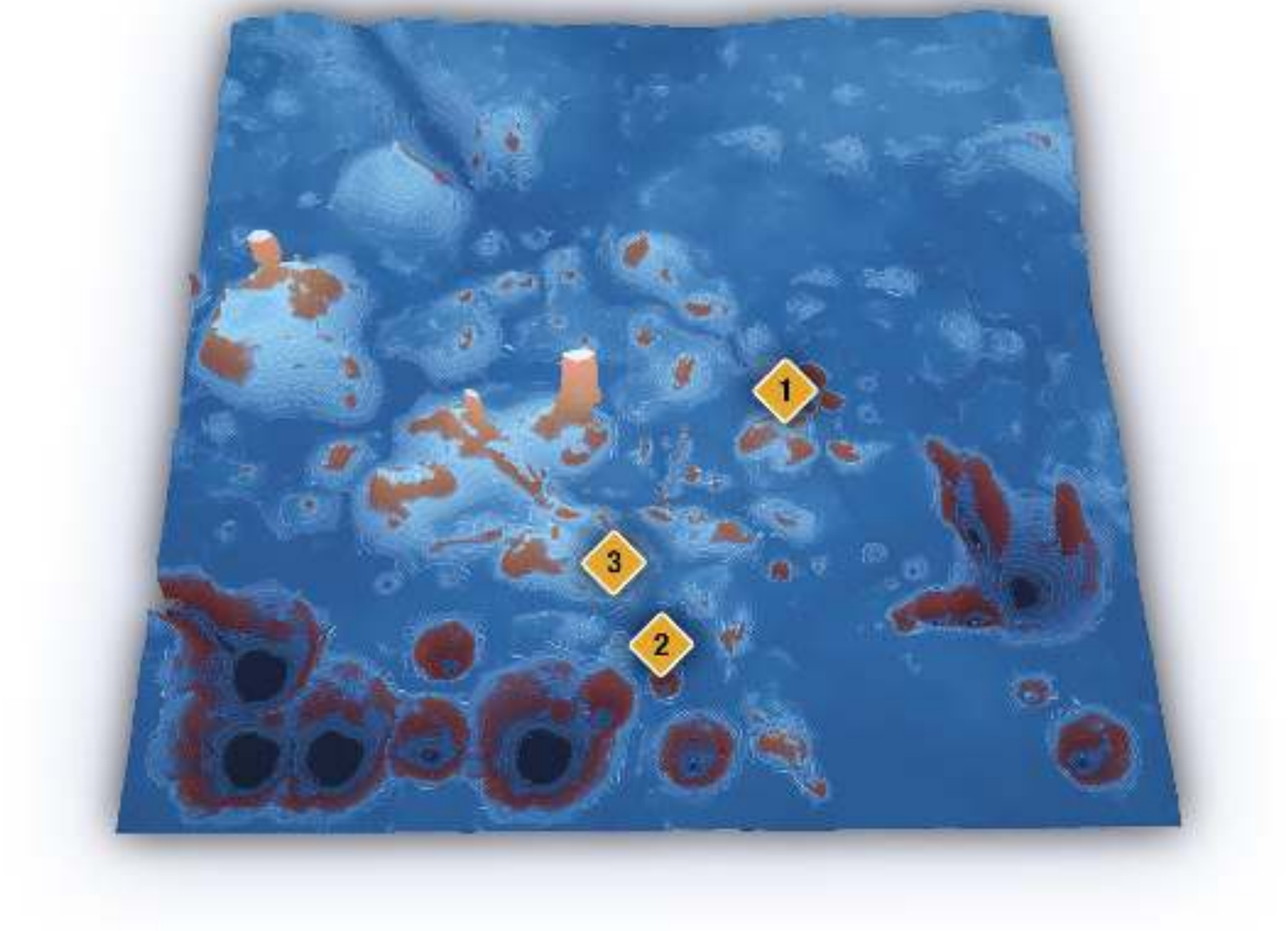
CHECK YOUR EMAIL

TEMPEST

After completing "Know Your Enemy" and getting past Mission 4, read this email from the Nakmor Clan: "Message from New Tuchanka: Troubling Kett Activity." Not all kett follow the Archon without question. Someone is disseminating propaganda and speaking out against him. It might be prudent to investigate the source of this propaganda.

INVESTIGATE THE CRASHED KETT SHIPS ON ELAADEN

ELAADEN



Disembark the Tempest **(1)** at the Initiative outpost. Use the southernmost forward station **(2)** to get close to your destination **(3)** in Gehenna Valley. Upon approach, you find kett killing kett at a crash site.

DEFEAT THE KETT

You face a few Chosen and a Destined at the crash site. Sweep them up.

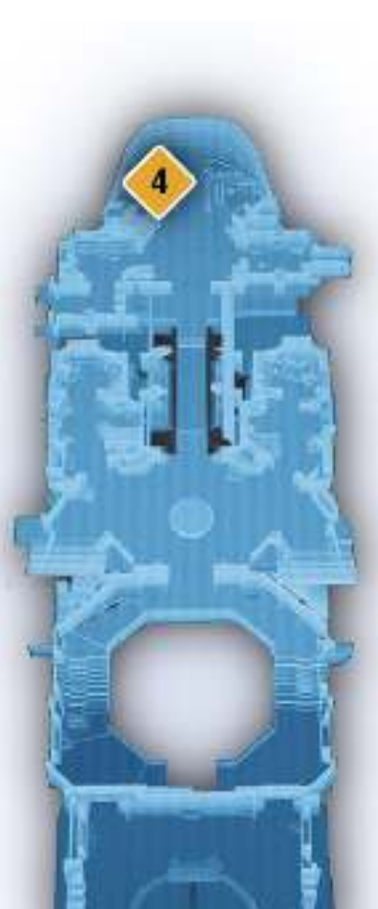
SEARCH THE SITE

After all the kett are gone, look for the kett **datapad** on the ground near a piece of wreckage. SAM says the device has a very good lock on it and wants you to bring it back to the Tempest for further analysis. You earn a little bit of AVP and Elaaden Viability +2% for completing the Elaaden portion of this quest.

SPEAK WITH SUVI ON THE TEMPEST

ELAADEN

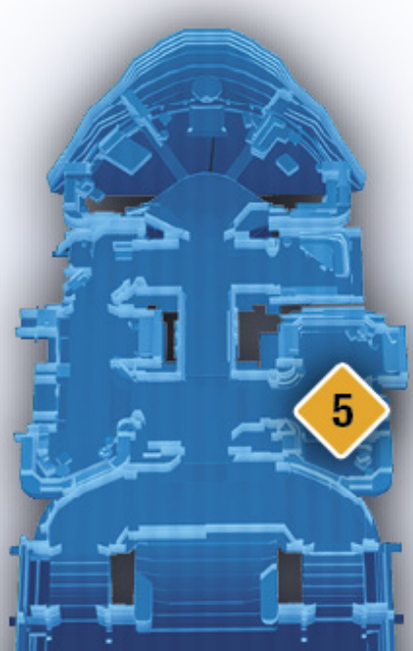
BRIDGE

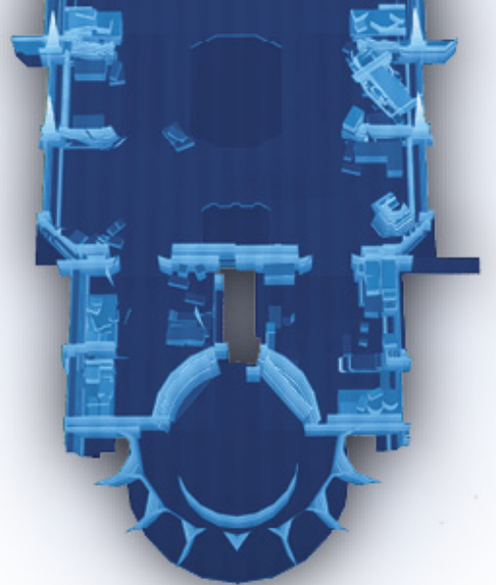


Talk to Suvi on the bridge of the Tempest. She can't understand why the kett are fighting their own. She tells you that the datapad you found at the wreck is secured with a biometric lock that can only be activated with a specific genetic code. She says Lexi has worked something out with the bio scans you did on Voeld.

CONFER WITH LEXI

MEDBAY





Head down to the lower level, enter the medbay, and speak to Lexi **(5)**. SAM lends aid in cracking the biometric lock on the datapad. Lexi says it's locked on to a transmission. Choose to turn it off, or tell her, "That could be dangerous." Either way, it can't lock on to your location. A mysterious voice on the transmission talks about dissention in the ranks and wanting to take down their own Archon. A navpoint is traced from the transmission.

LOCATE THE SOURCE OF THE SIGNAL ON EOS

EOS

Head to the bridge and land on Eos, at Prodromos **(6)**. Check your map. The navpoint for the signal isn't far, a little ways north inside a cave. Grab the Nomad and go.

TRACK DOWN THE SOURCE OF THE SIGNAL

Follow the navpoint in the cave to the upper ledges. Scan the **Mobile Relay Aiz**. Analysis indicates it's a kett relay masking the true source of anti-Archon propaganda. It's also broadcasting a series of beeps and tones in Morse code that translates to "Droogie don't crash here." Likely unintentional.

TRACK THE SIGNAL TO THE SECOND RELAY

Follow the navpoint north near the Presson Dunes Forward Station to find a kett camp **(8)** on a plateau north of the kett base. Defeat the Chosen here and then scan the **Mobile Relay Shu**.

TRACK THE SIGNAL TO THE THIRD RELAY

Get back in the Nomad and drive southwest to the next navpoint **(9)** in the Presson Dunes. There you find Anointed and Chosen and another relay. Defeat the enemy and then head to the far side of the force field. Shut down the kett generator to bring the force field down. Scan the **Mobile Relay Zal**.

TRACK THE SIGNAL TO THE FOURTH RELAY

Drive north through the Presson Dunes to reach the navpoint **(10)** in Blackrock Tande. A few Chosen and an Anointed guard the exterior of a small barracks. Defeat them, then follow the navpoint into the barracks.

INVESTIGATE THE BUILDING

Raid the **container** in the building and approach the desk to listen to an **audio log** of the mysterious speaker giving a motivational speech. Use the console on the right wall. It activates a holographic image of Primus. You are now talking to Primus directly through this communications console. You discover you have something in common; you both want the Archon dead. Primus doesn't like the way the Archon is focused on the angara; she feels it endangers everything they've worked for. She wants to work with you to get rid of him.

According to Primus, in time she will be called on by the Archon to destroy you. She offers to provide you the means to disable her ship when that time comes. What the heck—take the deal. Primus promises to lower her ship's defenses during the next clash and allow you to use a kill-code to disable it. This completes the quest, and you earn a small amount of AVP and +2% **Eos Viability**.

MASS EFFECT ANDROMEDA

Secondary Ops
Doesn't Add Up

Mission Type: Heleus Assignment: Eos

Prerequisite: Establish a settlement on Eos, complete "Naming the Dead"

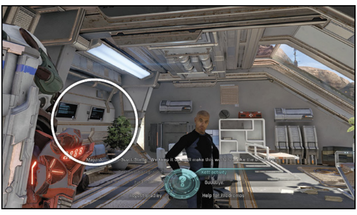
Start Location: Eos: Prodromos

Unlocking: After settling Prodromos on Eos and finishing "Naming the Dead," speak with Majordomo Bell-Scott.

SPEAK WITH MAJORDOMO BELL-SCOTT

PRODROMOS, EOS

Find the majordomo **(1)** in Prodromos on the first floor of the farthest building from the parked Tempest. During your conversation with Bell-Scott, pry for information regarding kett activity and helping Prodromos. He divulges that the numbers for the living and the accounted dead do not add up. There should be more dead. He wants you to check the personnel consoles at four muster sites.



SCAN THE FOUR EMERGENCY MUSTER SITES

SITE 1: PROMISE

Check out the locations of the four muster sites using our map and the following four shots.

Scan the shuttle burn marks near each muster site. The closest muster site **(2)** is on the mountaintop southwest from Site 1: Promise, near a memory trigger for "Ryder Family Secrets."

Scan the muster site **(3)** on the hilltop northeast from Site 1: Promise.

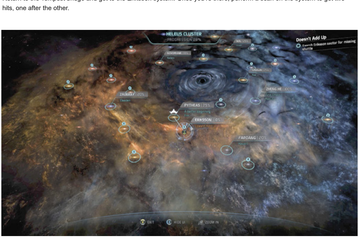
Scan the muster site **(4)** on the hilltop west from Site 2: Resilience.

Scan the muster site **(5)** on the shore of the lake south of Site 2: Resilience.

SEARCH THE ERIKSSON SECTOR FOR THE MISSING SHUTTLE

TEMPEST

Return to the Tempest bridge and get to the Eriksson system. Once you're there, perform a scan on the system to get two hits, one after the other.



MASS EFFECT ANDROMEDA

Secondary Ops

Elaaden: A New World

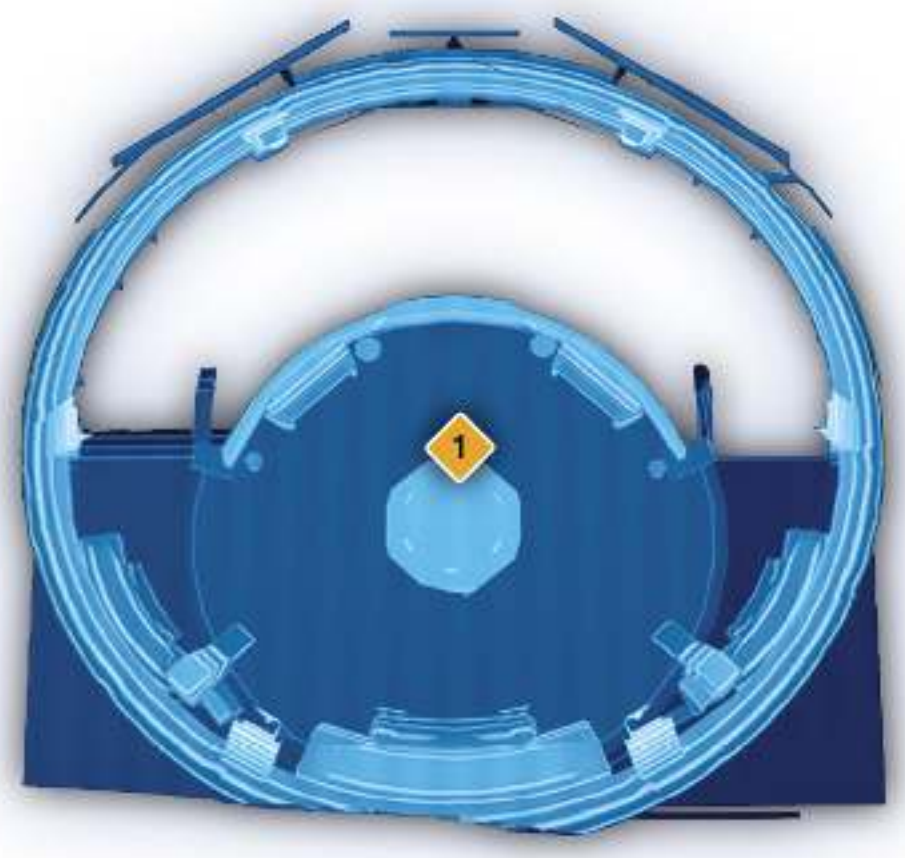
Mission Type: Allies and Relationships

Prerequisite: Must have interrogated Vehn Terev in “Hunting the Archon”

Start Location: Tempest

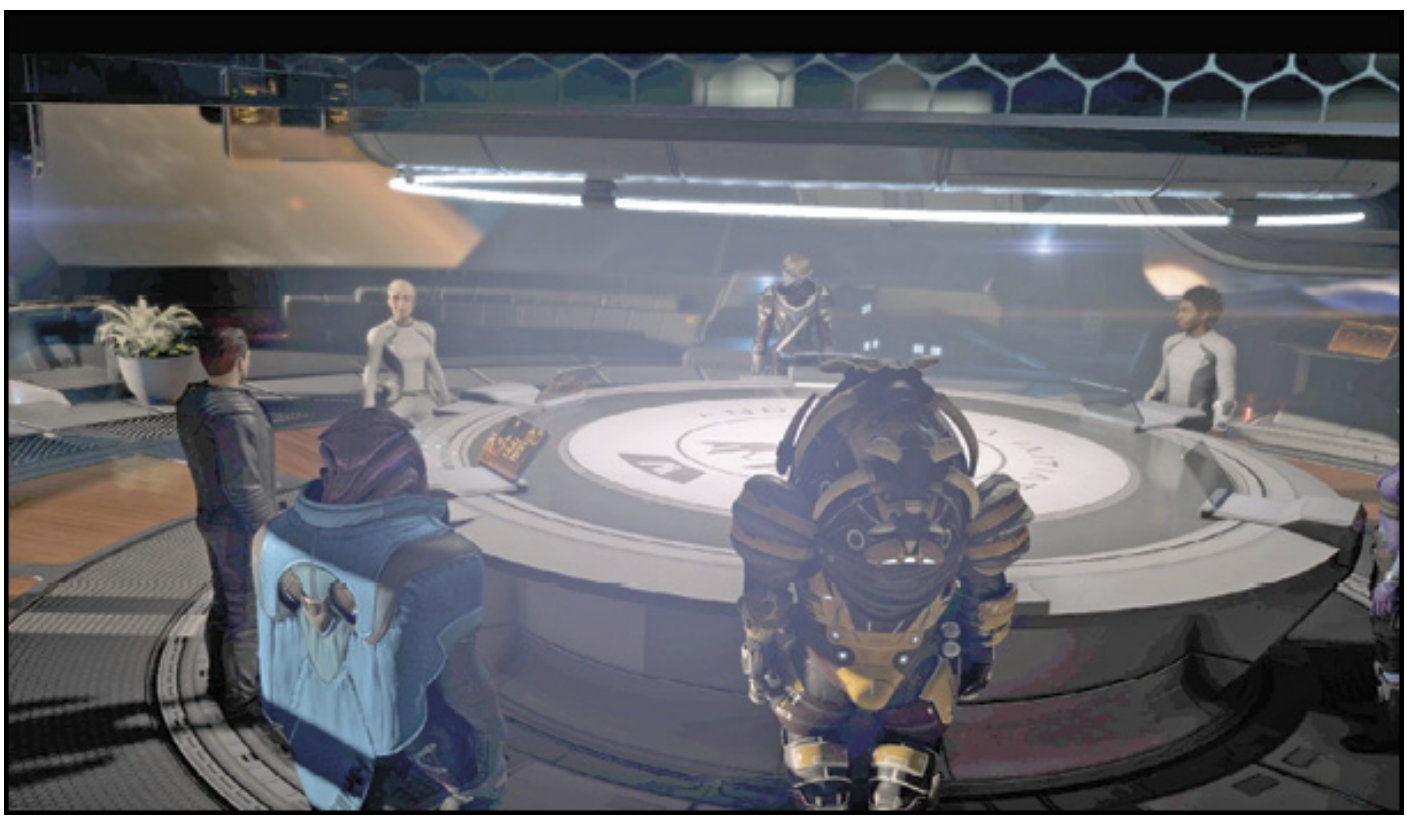
Unlocking: Enter the Tempest after interrogating Vehn Terev in “Hunting the Archon.”

MEET WITH THE KROGAN CONTACT ON ELAADEN



TEMPEST: MEETING ROOM

A meeting is held in the meeting room **(1)** on the Tempest when you return from Kadara (with the prerequisite conditions met). Drack is concerned about tensions at the krogan colony on Elaaden. He’s forwarded you an email from Jorgal Strux, a well-respected krogan from an old family. Strux has asked to meet you at a trading post called the Paradise. He’s also asked that you keep it a secret.



MASS EFFECT ANDROMEDA

Secondary Ops

Emergency S.O.S.

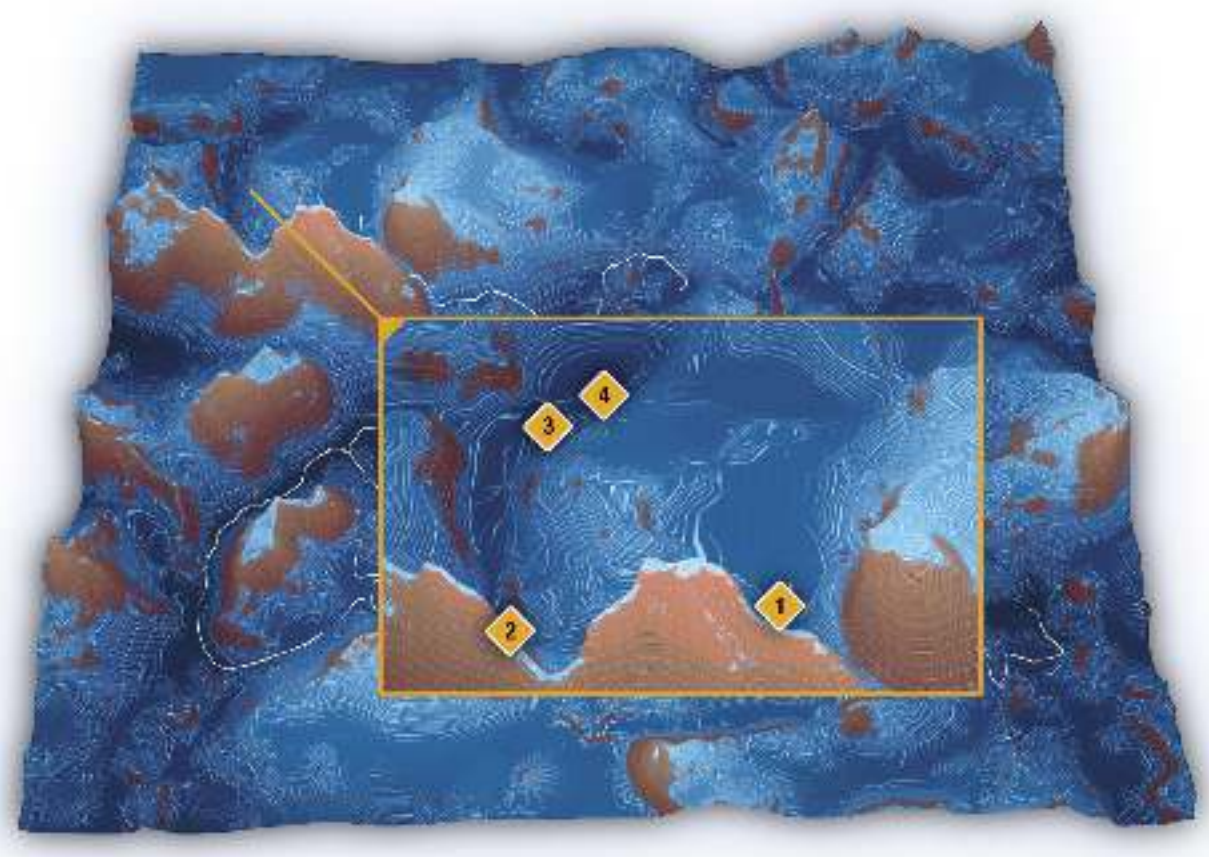
Mission Type: Heleus Assignment: Kadara

Prerequisite: Must have interrogated Vehn Terev in “Hunting the Archon”

Start Location: Kadara

Unlocking: Drive in Kurinth’s Valley.

FOLLOW THE S.O.S. SIGNAL TO ITS SOURCE



KADARA

KURINTH’S VALLEY

You receive an urgent S.O.S. signal from someone in serious trouble as you drive in Kurinth’s Valley in the northwest section of Kadara. Chase the signal (and navpoint) to a gully in the west **(2)**.

If the quest “Contagion” is active, you see a wrecked shuttle up on the hill to the right. You then pass an outpost **(3)** with one of those floaty things overhead. That’s part of “Contagion” too.

When you reach the hut **(4)** on stilts hanging way over the side of a cliff, you’ve come to the right place. Enter this hut through the unlocked front door.

SPEAK TO THE PERSON WHO SENT THE S.O.S. SIGNAL

Inside the hut **(4)**, you meet two humans getting high on their supply. Scan them. They’re baked! Read the **datapads**

MASS EFFECT ANDROMEDA

Secondary Ops
End of Watch

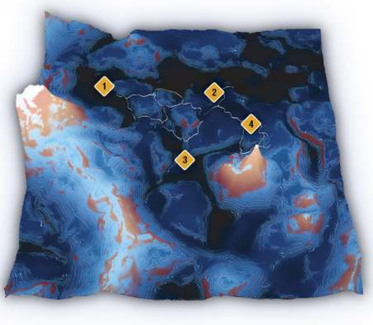
Mission Type: Heleus Assignment: Voeld

Prerequisite: Mission 2, complete "Return to the Tempest" after Aya during "A Trail of Hope"

Start Location: One of three datapad locations

Unlocking: Interact with one of three datapads.

FIND OTHER BATTLE SITES ON VOELD

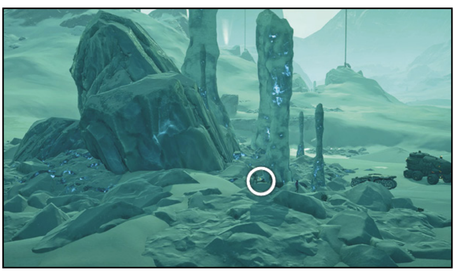


VOELD

Voeld has many battle sites where kett invaders fought angaran Resistance forces. Some sites contain datapads left by an elite team of Resistance fighters hunting kett that exterminated a small angaran outpost. The Resistance may need help bringing the kett to justice. Find and examine the datapads at these three locations:

DATAPAD LOCATION 1

Find this **datapad(1)** next to a dead angara among the ice spires not far from Hjara. This one is titled "The End Is Coming."



DATAPAD LOCATION 2

Find this **datapad(2)** on the ground near a dead kett and his truck. The datapad's content is titled "To Those Who Followed Us."

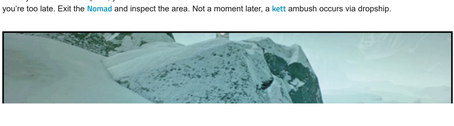
DATAPAD LOCATION 3

Find this **datapad(3)** at a battle site on the frozen river west of the north Remnant monolith. Look for the flare on the ice and an angaran body with a datapad prompt. Examine the datapad. This one is titled "For the Fallen."

INVESTIGATE THE LOCATION PROVIDED BY SAM

After you find the three datapads, SAM analyses geographic distribution, corpse decay, and information in the data entries, then marks a navpoint **(4)** on the map that indicates a high probability of a Resistance presence. Use the forward station to the south of this eastern location to fast travel to the navpoint.

When you reach the navpoint, you find another kett vehicle with dead scattered about. A teammate mentions it looks like you're too late. Exit the Nomad and inspect the area. Not a moment later, a kett ambush occurs via dropship.



MASS EFFECT ANDROMEDA

Secondary Ops
Excess Baggage

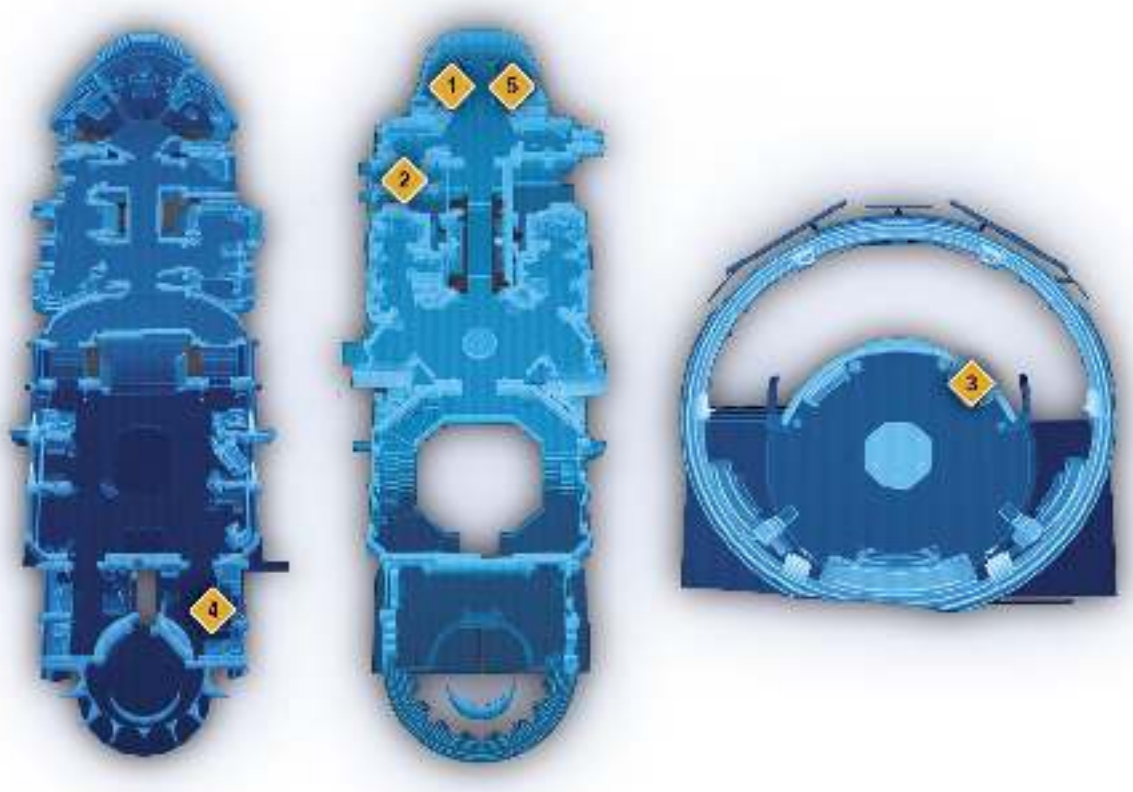
Mission Type: Heleus Assignment: Tempest

Prerequisite: Mission 3, Aya Unlocked

Start Location: Tempest

Unlocking: All other conversations with Suvi are complete.

SPEAK TO SUVI



TEMPEST

Exhaust all conversations with Suvi **(1)** until she talks about the Tempest carrying about 70 kilos of extra mass. Agree to help her by using your omni-tool to discover why there's extra weight.

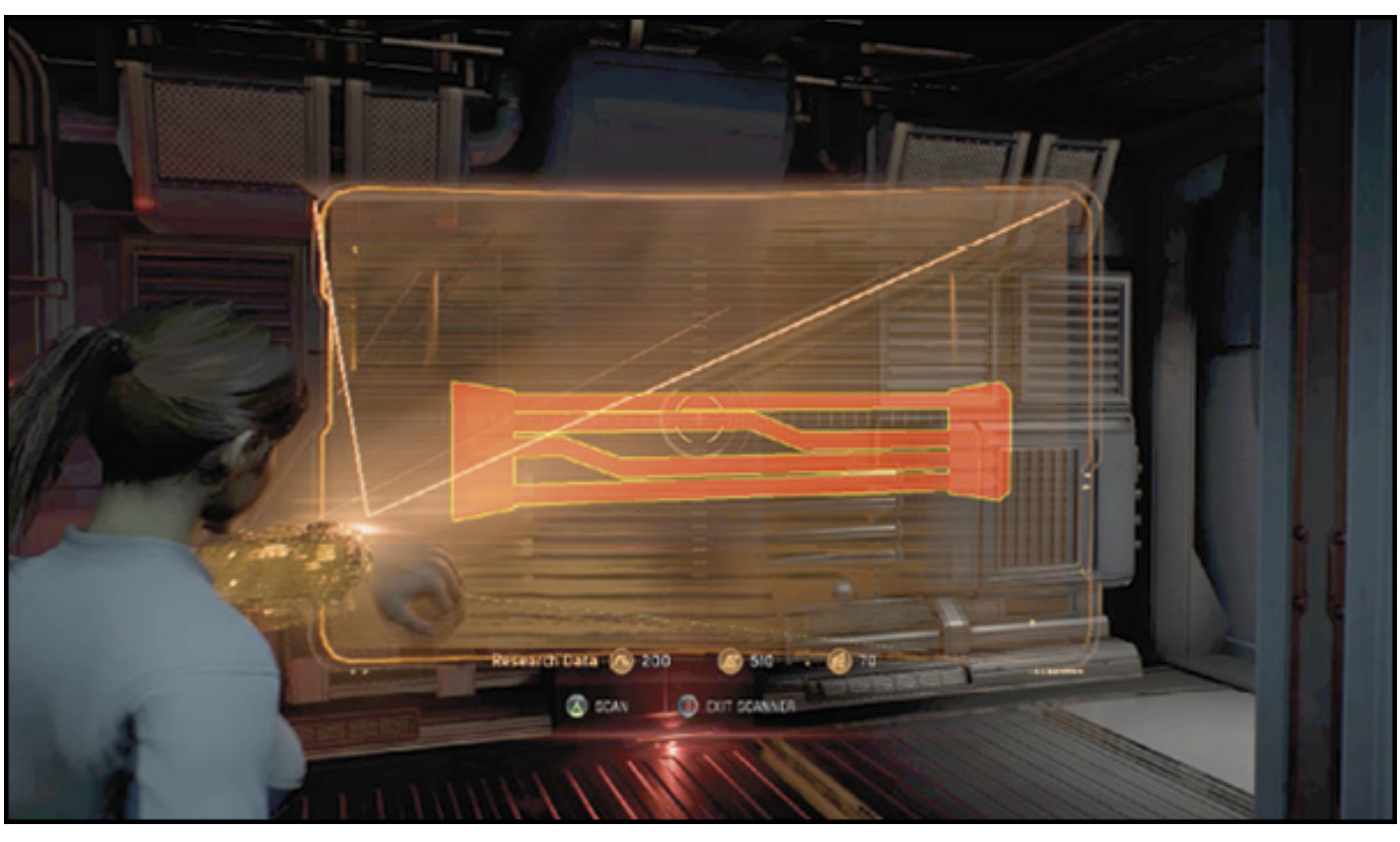
SKIP RIGHT TO THE ARMORY

If you're in a hurry, simply skip all the other scanning options and go right to the armory to find the anomaly.

SCAN ROOMS ON THE TEMPEST FOR ANOMALIES

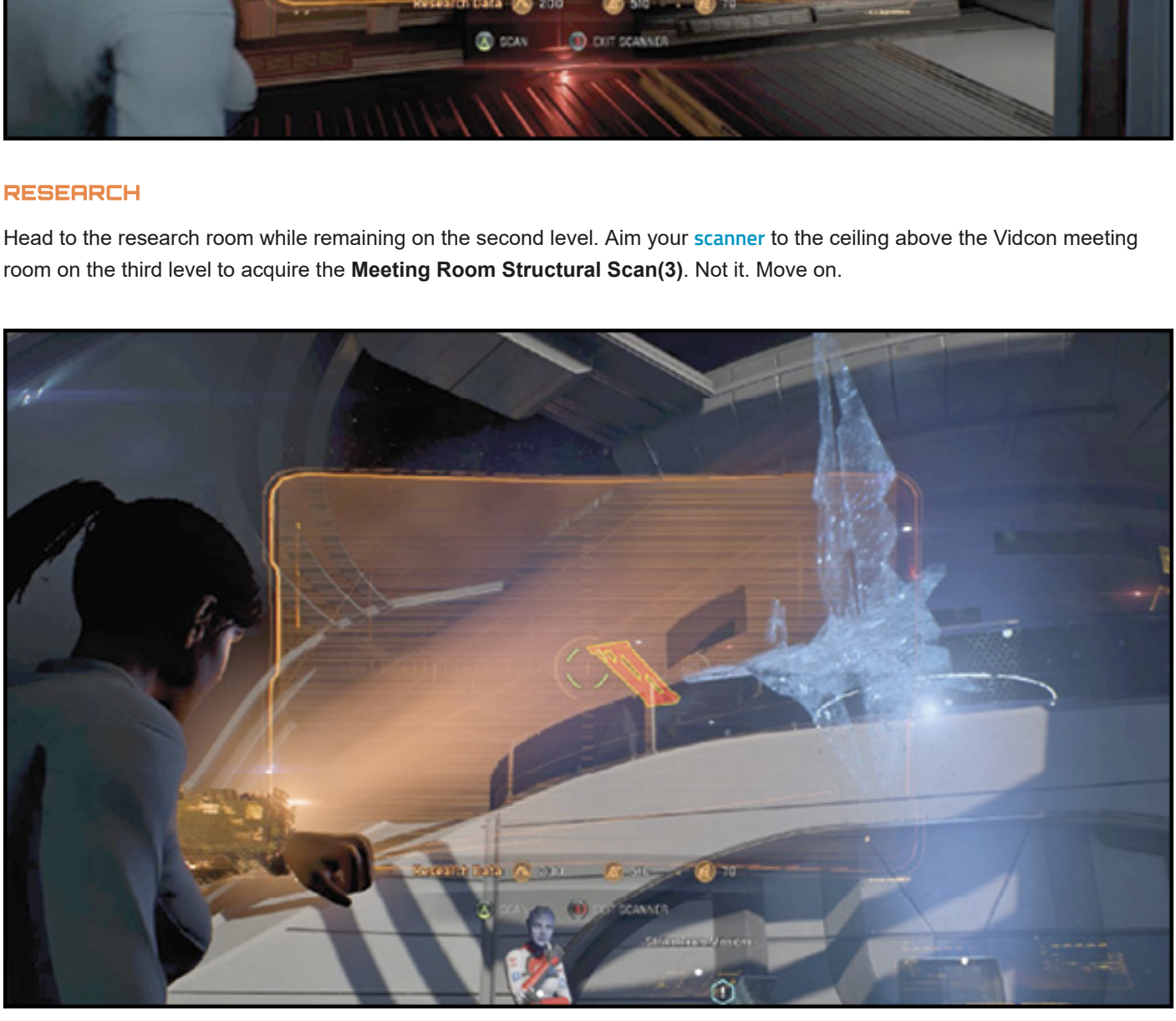
AIRLOCK

Don't leave the bridge. Instead, head into the loadout station room **(2)** and continue into the airlock room. Scan the back wall to acquire the **Airlock Structural Scan**. Not the source of the extra weight. Move on.



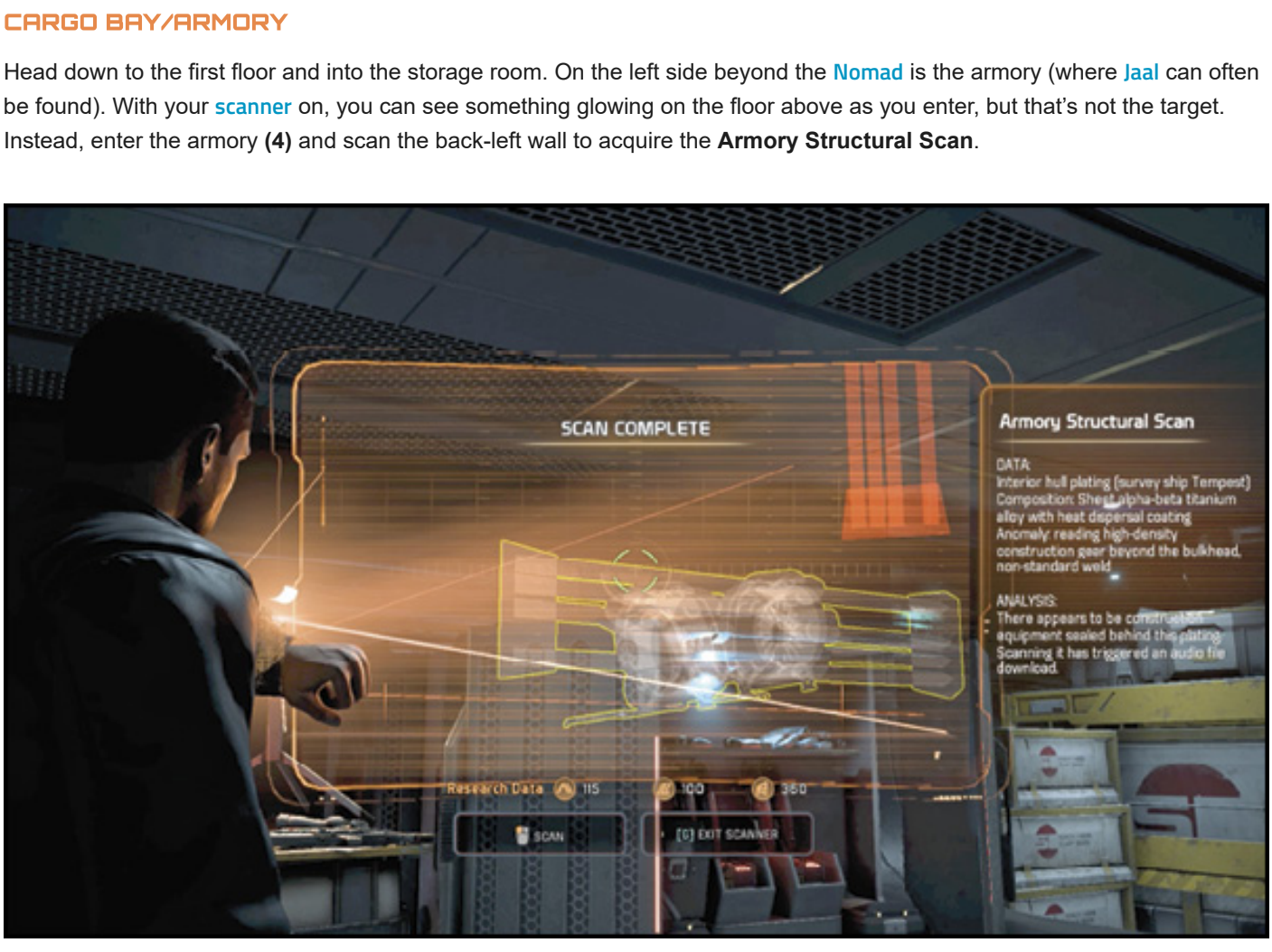
RESEARCH

Head to the research room while remaining on the second level. Aim your scanner to the ceiling above the Vidcon meeting room on the third level to acquire the **Meeting Room Structural Scan(3)**. Not it. Move on.



CARGO BAY/ARMORY

Head down to the first floor and into the storage room. On the left side beyond the Nomad is the armory (where Jaal can often be found). With your scanner on, you can see something glowing on the floor above as you enter, but that's not the target. Instead, enter the armory **(4)** and scan the back-left wall to acquire the **Armory Structural Scan**.


SCAN COMPLETE
Armory Structural Scan
DATA:
Interior hull plating (survey ship Tempest)
Composition: Sheet alpha-beta titanium alloy with heat dispersal coating
Anomaly: reading high-density construction gear beyond the bulkhead, non-standard weld
ANALYSIS:
There appears to be construction equipment sealed behind this plating. Scanning it has triggered an audio file download.
Research Data
115
100
360
SCAN
[Q] EXIT SCANNER

The scan reveals there's a construction mech welded right into the hull. Scanning triggers an audio file. Kallo radios you to say he thinks he knows why the mech is there. Go meet him on the bridge.

SPEAK TO KALLO

Speak to Kallo **(5)** on the bridge. He explains that the mech was put there by the ship's lead designer, Lucille Diawara. She wore the construction mech after breaking her back on the job. The audio log is a thank-you message to the Pathfinders; the mech is her artist's signature. Choose to keep it where it is, or donate the found equipment. You earn 29 AVP for completing this mission and 380 XP.

MASS EFFECT ANDROMEDA

Secondary Ops

Eyes on the Ground/On the Front Lines

Mission Type: Heleus Assignment: Voeld

Prerequisite: Complete "Meet the Resistance"

Start Location: Voeld

Unlocking: Starts during the conversation with Beniska when finishing "Meet the Resistance."

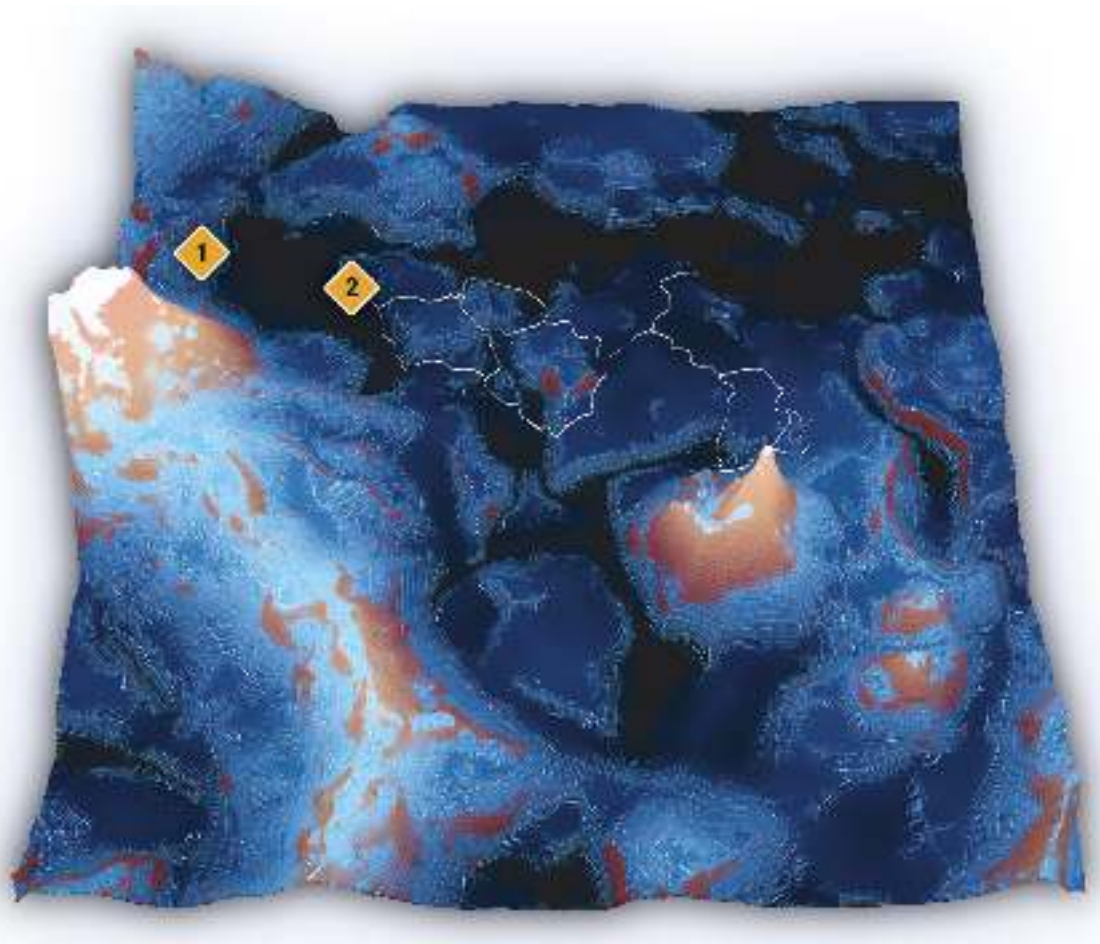
TWO NAMES, ONE MISSION

If you've already completed "Helping Havarl's Scientists," the mission name you receive here is "Eyes on the Ground." If you haven't done any trust quests, you receive "On the Front Lines." If you start "On the Front Lines" but don't follow the quest objectives and instead finish "Helping Havarl's Scientists" first, this mission's name updates to "Eyes on the Ground."

EVFRA'S TRUST QUESTS

Two quests center around gaining Evfra's trust. One is "Stage a Rescue" on Voeld, where you rescue imprisoned angara. The other is "Helping Havarl's Scientists," also on Voeld, where you save angara from Remnant stasis. After completing one of these quests, talk to Evfra to advance the Priority Ops missions.

SPEAK TO BENISKA



VOELD: RESISTANCE BASE

Speaking to the Resistance base lookouts, Beniska and Tseek **(1)**, completes "Meet the Resistance" and begins "On the Front Lines." During this conversation, you speak of the red lights at Hjara—that's your next stop.

GO TO HJARA

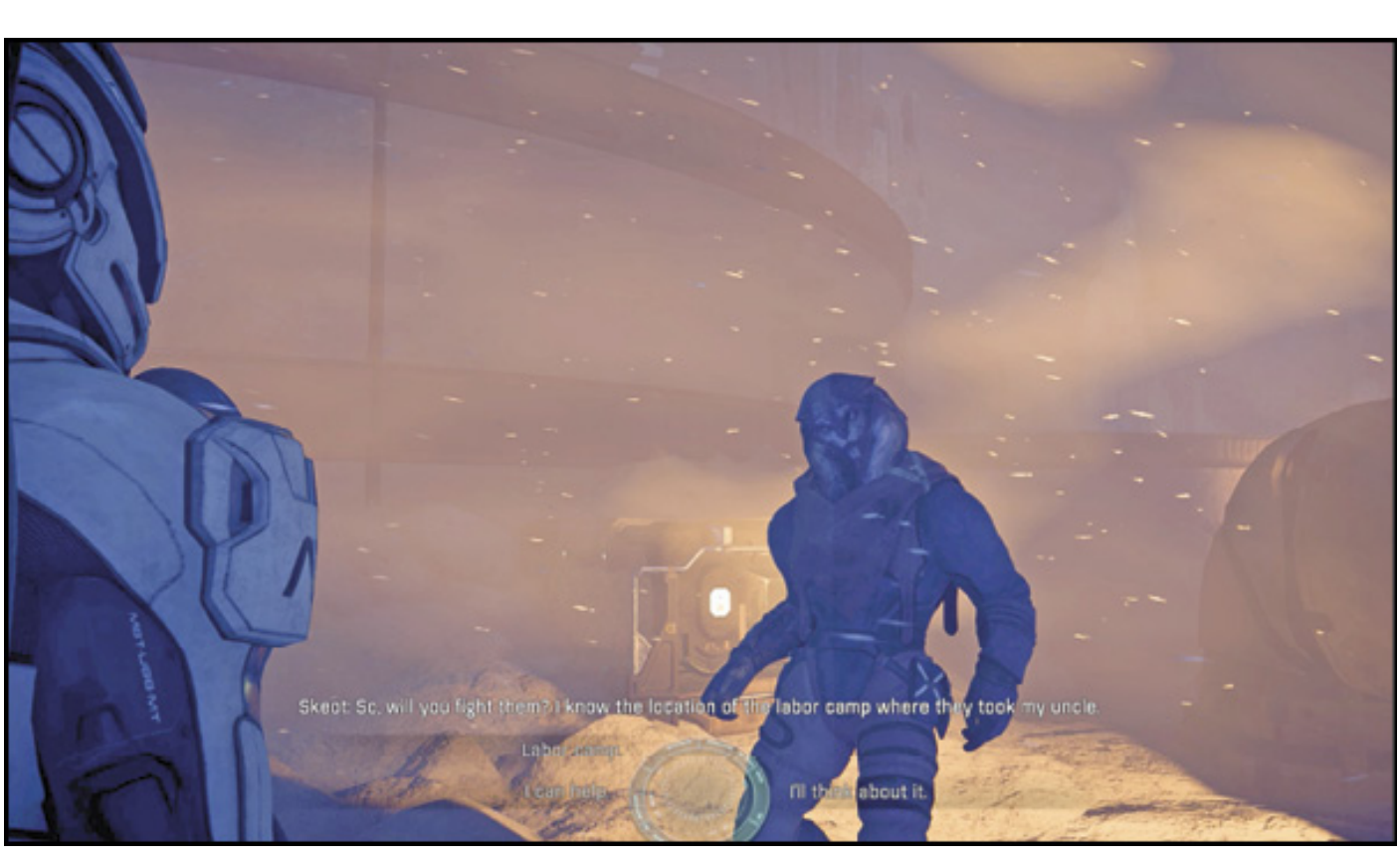
VOELD

Find the research base Hjara **(2)** around the middle of the map. When you get close, you see bright red lights on tall poles. Look for a base carved into a snow-covered mountainside. Just in front of the base is a place for a forward station. Visit this location first to call the forward station.

SPEAK TO SKEOT

Explore the base and scan equipment while looking for Skeot. Behind a bar-like counter in the cave, you find the research lead, Knoeth, and Yveth **(3)**, whom you can trade with for consumables. Find Skeot **(4)** standing outside with another angara between the lit garage and the first building.

Approach the two to overhear them talking about missing comrades and forming a plan to locate them. When your conversation with Skeot starts, he commends you on saving the Moshae. He asks you to rescue his uncle, Niilj, who was captured by the kett and placed in a labor camp. Agree to help him, and he sends you a navpoint to Niilj's location. This completes the current mission and launches the mission "Stage a Rescue."



Before you leave, explore the entire base for things to scan and angara to talk to. Enter the building **(5)** near Skeot to speak to an irritated researcher; examine a console next to him to begin the side quest "Frequency."

MASS EFFECT ANDROMEDA

Secondary Ops
Fact or Fiction

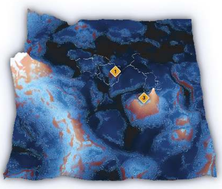
Mission Type: Helios Assignment: Voeld

Prerequisite: Mission 2, must have traveled to Aya and completed "Meet the Family."

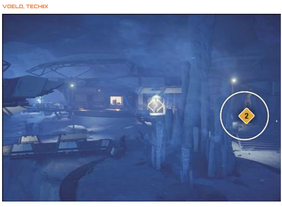
Start Location: Voeld: Techlix

Unlocking: Speak to Ari Vesjek at Techlix, or access the console in the kett base.

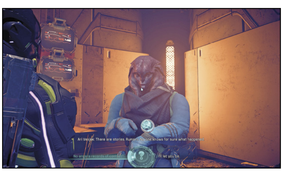
TALK TO ARI VESJEK



VOELD, TECHIX



Find Ari Vesjek (**1**), an angaran scholar, inside the first building (**2**) on the right as you enter Techlix. He's looking for information on first contact between the angara and the kett, specifically from the kett's point of view. He believes logs may be found in the kett operations center on Voeld.



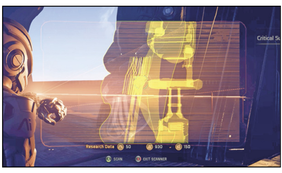
SEARCH THE KETT DATABASE

KETT MOUNTAIN BRISE

The best time to use the console (**3**) to search the kett database is while you're attacking the kett base during "Remove the Heart." Consider it an optional objective of "Remove the Heart," as it gives you access to loot containers previously inaccessible. You're in the second-story room in the central building to destroy the security terminal at that time. After you use the console, SAM performs a search to locate relevant data.

DISABLE SECURITY MATRIX

Enter the building (**4**) and scan the Critical Subsystem console on the support beam seen as soon as you enter through the main east entryway. The scan indicates this is a critical subsystem for the operation of the kett defense matrix. The kett's redundant backup systems ensure that at least three subsystems must be disabled before the defense matrix can be shut down. SAM confirms that disabling three will disable the defense matrix.



Deal with the waves of kett. When you catch a break, sabotage that first console you scanned when you entered. The second critical subsystem (**5**) is on the console facing the inside of the building on your right as you walk in. Sabotage it.

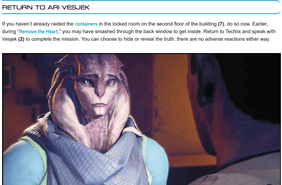
The third and last critical subsystem (**6**) also faces the inside of the building on the left-balcony support wall. Scan it and sabotage it. This unlocks the secure storage structure, and the defense matrix is disabled. Lockdown is lifted, and all automated defenses shut down. This means the first building on the left when you entered the base is now unlocked.

EXTRACT DATA FROM THE CONSOLE

Head into the first floor of the southernmost building (**7**). The previously locked door is now open, revealing a room housing containers and a kett console. Hack the console to extract the data. The record is titled "Angara' First Encounter." You learn that some of the first angara were coerced into working with the kett upon first contact. Ari Vesjek needs this info.

RETURN TO ARI VESJEK

If you haven't already raided the containers in the locked room on the second floor of the building (**7**), do so now. Earlier, during "Remove the Heart," you may have smashed through the back window to get inside. Return to Techlix and speak with Vesjek (**3**) to complete the mission. You can choose to hide or reveal the truth, there are no adverse reactions either way.



MASS EFFECT ANDROMEDA

Secondary Ops

First Murderer

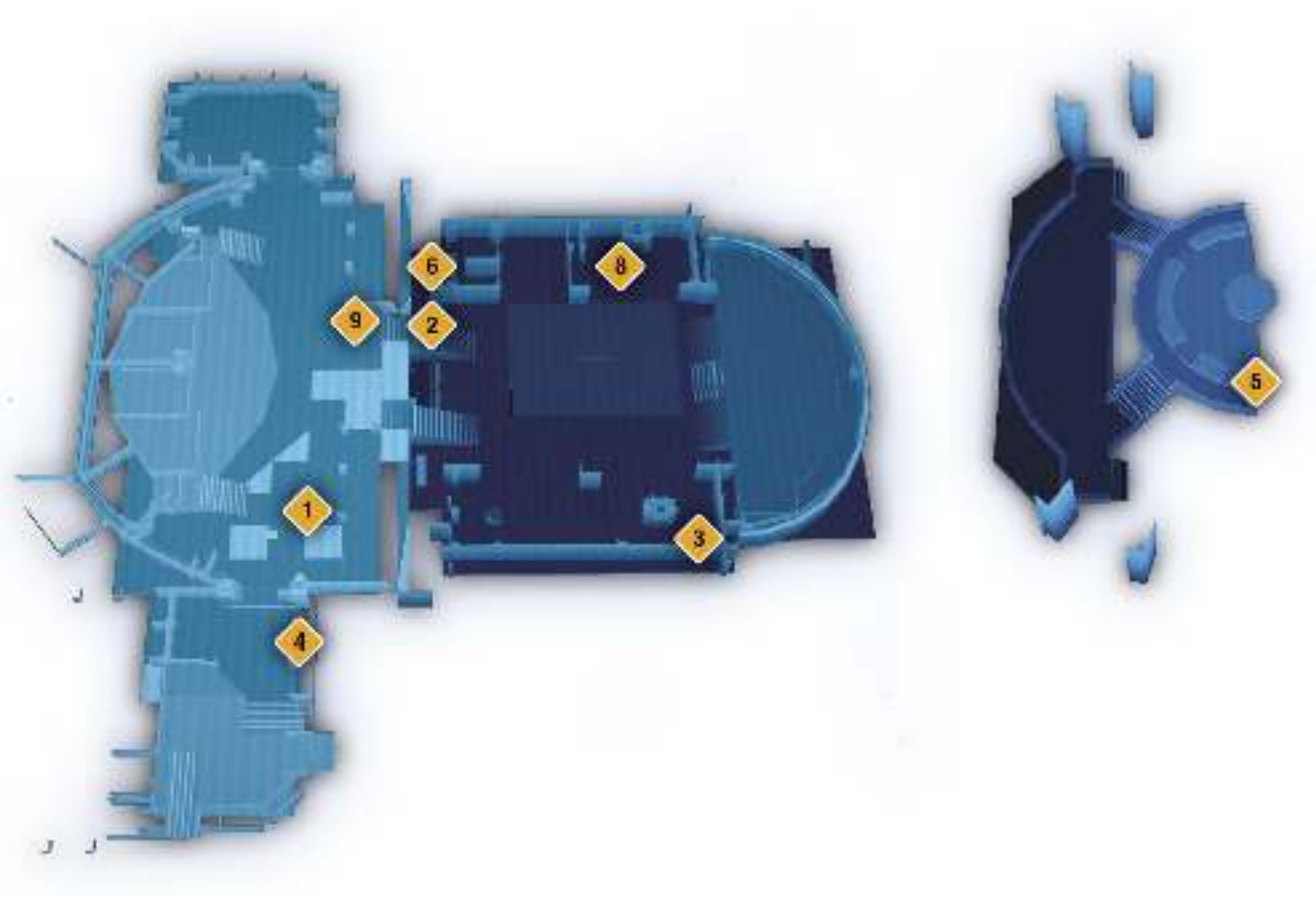
Mission Type: Heleus Assignment: Nexus

Prerequisite: Mission 1, after the Tempest is revealed

Start Location: Nexus Operations: Militia Office

Unlocking: Speak to Mariette, the sobbing turian standing in the militia office section of Nexus operations.

SPEAK WITH MARIETTE



NEXUS OPERATIONS: MILITIA OFFICE

Talk to the sobbing female turian in the militia office of Nexus operations **(1)**. She explains that her husband is being called the first murderer in Andromeda. He's incarcerated and slated for exile for a murder he didn't commit. To proceed with this mission, agree to talk to him. Nilken Rensus is in the nearby cell.

SPEAK WITH THE PRISON GUARD

Walk across the hallway to the room on the opposite side of operations **(2)** and talk to Sergeant Aker, the turian guard watching over the prisoner. The conversation is quickly turned over to the prisoner, Nilken Rensus, behind the glass wall. Talk with him to take his case.

SPEAK WITH KANDROS

Head back across to the room where you spoke to Nilken's wife and talk to Kandros **(3)**, who stands near the Strike Team Missions interface. When prompted, ask him about the murder case. Kandros believes that the murder sparked the mutiny on the Nexus, so he's not very sympathetic. No matter how you choose to talk to Kandros, the investigation continues. Kandros points you in the direction of the key witness, Cassidy Shaw. He also informs you of the recording of the perpetrator threatening the victim and cues it up on the nearby console.

OPTIONAL: PLAYBACK RECORDING

This objective is not mandatory, but to hear the damning evidence, walk to the tall console at the entrance to militia office. Interact with the computer **(4)** located not far from the weeping wife, Mariette, and listen to the recording of a confrontation between the accused and the murder victim.

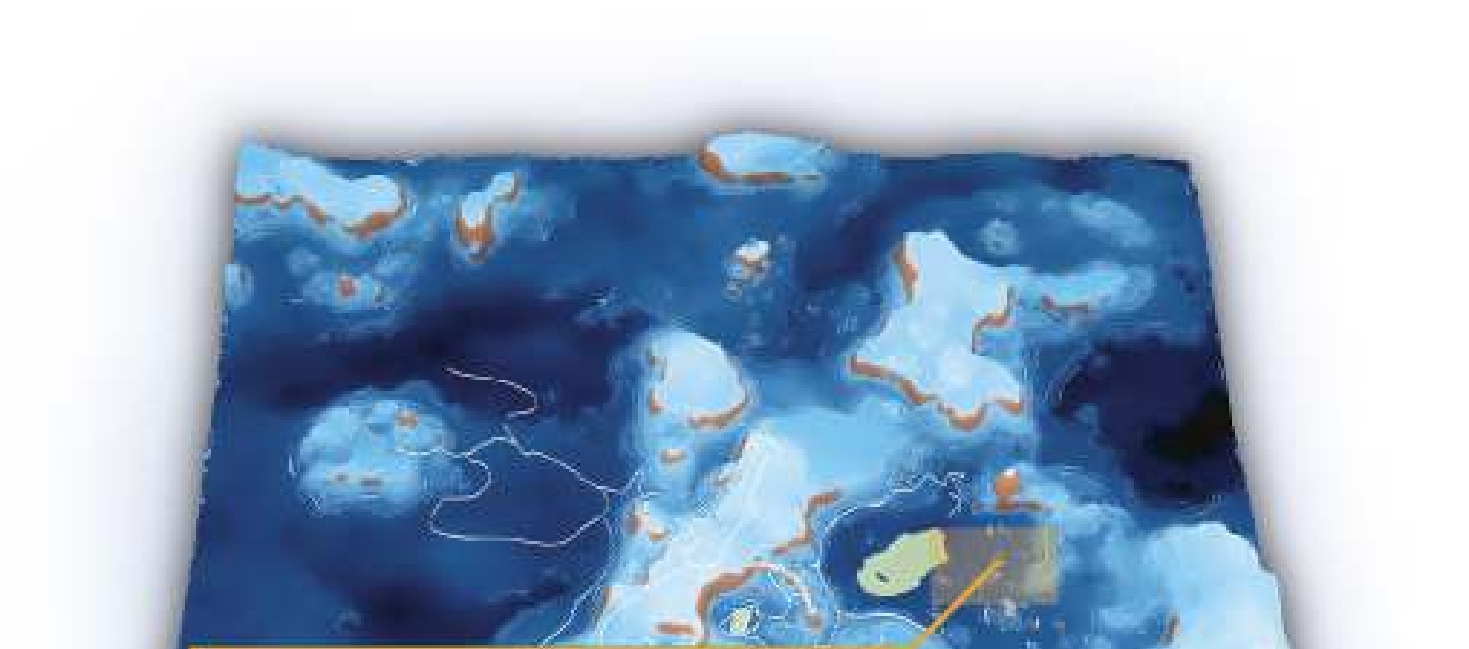
SPEAK WITH WITNESS SHAW

Head to the top level of the Nexus bridge and talk to Cassidy Shaw **(5)**. She says she was there during the confrontation you just listened to. She helped pull Nilken off Chief Reynolds (the victim). She's convinced Nilken would have killed Reynolds then. After the conversation, you learn that the body was never recovered or properly examined. Shaw claims Director Tann declared it was too dangerous to go back for Reynolds' body.

SPEAK WITH TANN

Enter the Pathfinder HQ on the Nexus to talk to Director Tann **(6)** about "the Nilken murder charge." You make a request to open the investigation by retrieving Chief Reynolds' body from Eos. Tann reluctantly agrees and sends you the coordinates of the murder scene.

INVESTIGATE MURDER EVIDENCE



EOS: THE GOLDEN WASTES

LEG ARMOR

Once on Eos, you must search and scan a trail of evidence in the murder of Chief Reynolds. The radiation isn't too bad in the relevant areas, even if you just started on Eos and restored power to Site 1. Go south of Site 2: Resilience and east of the lake in the Golden Wastes to find the first piece of evidence **(7)**. Buried in sand is some leg armor with tissue and bone fragments still clinging to it. Scanning it proves the DNA belongs to Reynolds. Be prepared to fend off some Kaerkyn in this area. If you haven't done so already, scan them to further the mission "Comparatively Alien."

HELMET

Head southeast from the first site to find another piece of Reynolds' body that got torn apart and strewn not too far away. Look between some short rock spires for the helmet **(8)** in the sand. Watch out for the nearby Kaerkyn that were probably responsible for scattering the body parts. Scan the Kaerkyn while you're at it to contribute to "Comparatively Alien."

CHEST ARMOR

Pivot to the east and head toward the next navpoint to find the chest armor **(9)** between some boulders near a large group of rock spires. SAM determines there was a single shot fired to the victim's back. Nilken was in front of the chief when he fired, so it wasn't his shot that killed Reynolds. Continue looking for evidence.

ARMOR SCRAPS

Head southeast until you find the navpoint marking the location of armor pieces **(10)** near more boulders. Scan the area to find multiple armor fragments. SAM comments that the trail leads to a nearby cave.

KAERKYN CAVE

Drive east to the mountainside and then in and quickly out of the cave entrance **(11)** to entice the Kaerkyn to march out. Drive forward over the Kaerkyn to squish them. Eliminate them all before exploring further.

EXAMINE OMNI-TOOL

Inside the cave, scan more equipment, including the omni-tool, and search the body. Approach and interact with the “Search Body” prompt. From the data, SAM determines that Chief Reynolds was scanning at the time of his death. The scan picked up two shots. An Initiative rifle shot missed; a **kett** pulse weapon killed the chief. It looks like Nilken tried to kill the victim but missed. You find an audio recording that backs up this conclusion, clearing Nilken but doing little for his reputation.

CONFRONT NILKEN

NEXUS OPERATIONS

Next time you're at Nexus operations, head to the cells **(2)** and speak to Nilken again. He asks if you found anything on Eos. You can respond with "You lied to me" or "Yes and no." Either way leads to SAM playing back the recording of Nilken standing over the chief's body, admitting to killing him. But you explain that he's innocent, as his shot missed and the kett's shot killed the chief. Nilken speaks of the conviction being overturned, and the final conversation option lets you respond with either "I might have something to say" or "That's for Tann to decide." Either way, you need to speak to Tann next.

SPEAK WITH TANN

TANN'S OFFICE

Head upstairs to Tann's office and speak with the director **(4)**. Depending on your progress elsewhere, he likely takes some time discussing your work with the angara. When it comes, select the conversation option "The Nilken murder charge." You explain the case to him, and ultimately you must decide whether to exile Nilken or release him.

There’s no wrong choice. Either choice completes the mission, and you receive a large amount of XP. However, if you choose to exile Nilken, you can talk with Kandros to get his reaction. You can also find and talk to Nilken on Kadara later.

If you choose to free Nilken, you can talk to his wife, Mariette. She reacts to news of his freedom; you can then choose to give her the dirty details and expose his intentions. Later, you can find Nilken in the cryobay. He’s so upset that he wants to be placed back in stasis.

MASS EFFECT ANDROMEDA

Secondary Ops
First Strike

Mission Type: Allies and Relationships (Priority Ops)

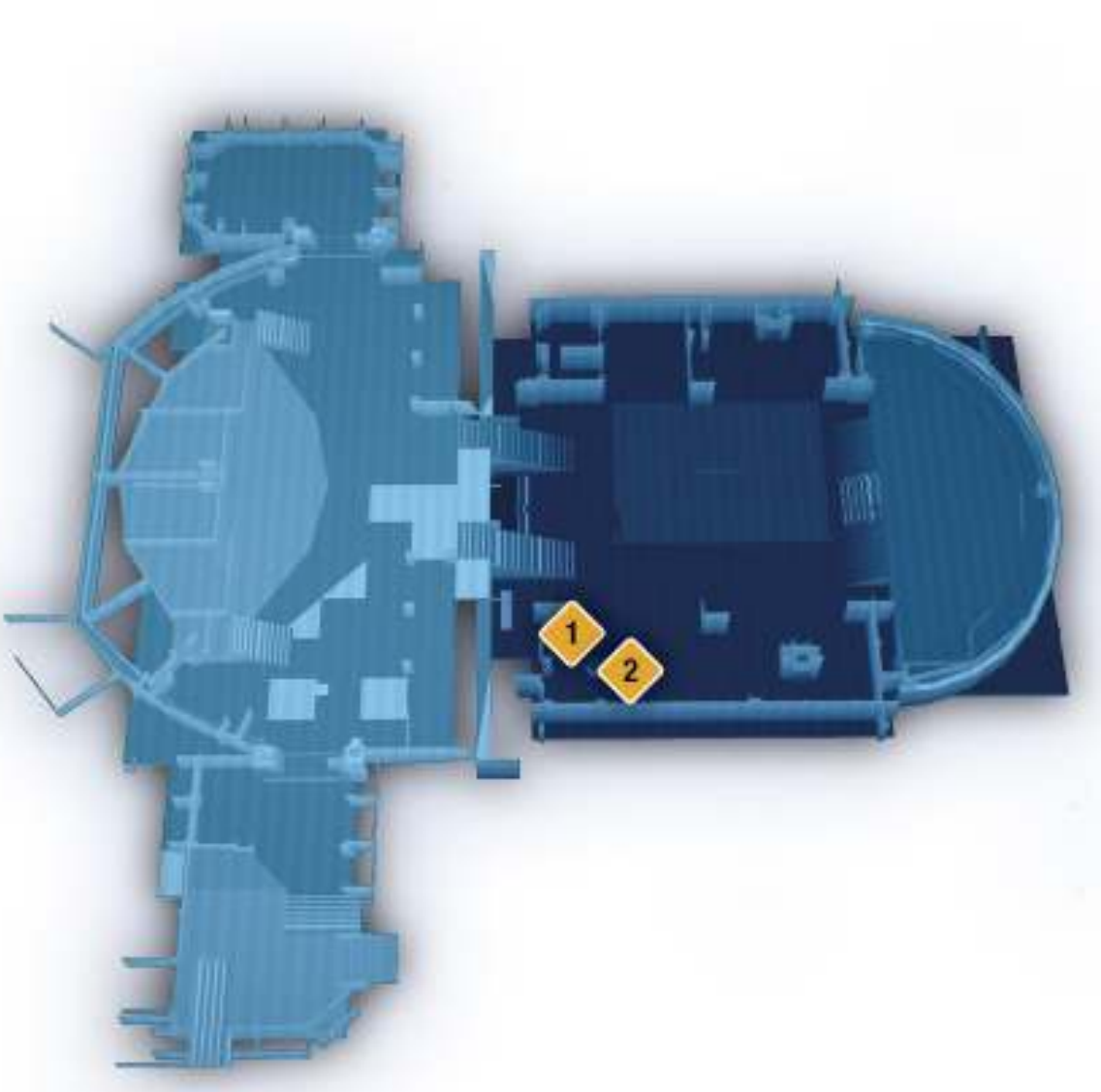
Prerequisite: Available as early as Mission 1

Start Location: Nexus Operations

Unlocking: Talk to Kandros.

SPEAK TO KANDROS ON THE NEXUS OR VIA THE TEMPEST'S VIDCON

NEXUS OPERATIONS



MILITIA OFFICE

Talk to Kandros **(1)** standing near the Strike Team Missions interface. He tells you about the interface. Afterward, interact with it.

INSPECT AVAILABLE STRIKE TEAM MISSIONS

Use the Strike Team Missions interface **(2)** to deploy a strike team to a mission.

Secondary Ops

Forgotten History

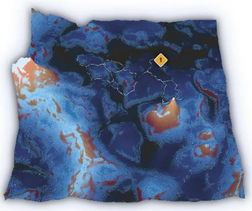
Mission Type: Heleus Assignment: Aya

Prerequisite: Complete "Recovering the Past."

Start Location: Aya: Repository of History (Museum)

Unlocking: Talk to Avela Kjar after completing "Recovering the Past."

SPEAK TO AVELA KJAR



AYA: REPOSITORY OF HISTORY

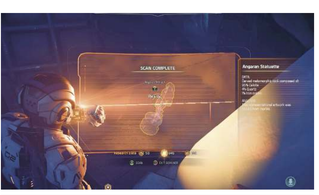
After completing the previous collection quest ("Recovering the Past") for Avela Kjar, speak to her again to receive this quest. She suspects there are angaran artifacts hidden on the planets of Heleus. Search the planets and recover lost relics.

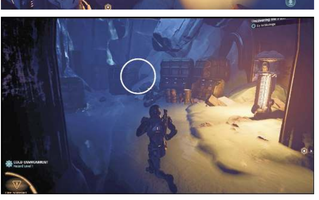
SEARCH VOELD FOR AN ANGARAN RELIC

JR NIHK FROZEN DIG SITE: ICE CAVE

CARVED FIGURE

To recover the angaran statuette, you must enter Ja Nihk **(1)**, but to do so you must first lower the kett force field over this frozen dig site. This requires you to complete "Remove the Heart," which is a lengthy quest through the kett mountain base. Once in the ice cave, and while saving the angaran prisoners, head to the room in the northwest (with a question mark icon over it on the map) and find the **relic** behind some crates **(2)** near the back-left wall. Scan and then pick up this carved figure.

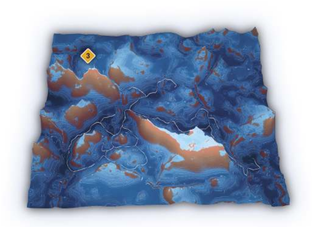




RETURN THE ANCIENT ANGARAN RELICS?

Each time you find an angaran relic, you're directed to return it to Avela at Aya. However, you can ignore the navpoint direction and return all the relics once you've collected the last one. They're available at each location even if you haven't returned one (or any).

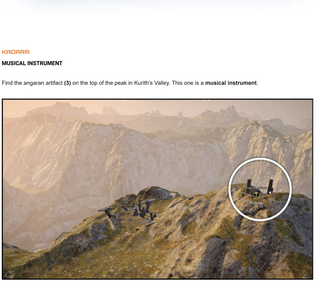
SEARCH KADARA FOR AN ANGARAN RELIC



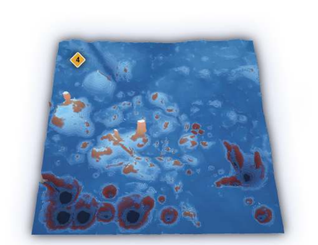
KRORRA

MUSICAL INSTRUMENT

Find the angaran artifact **(3)** on the top of the peak in Kurith's Valley. This one is a **musical instrument**.



SEARCH ELAADEN FOR AN ANGARAN RELIC



ELAADEN

STAR MAP

Land on Elaaden and find the angaran artifact **(4)** on a dais in the middle of the angaran ruins in the northwest corner of the map. This is the **star map**.

MASS EFFECT ANDROMEDA

Secondary Ops

Forgotten Stars

Mission Type: Heleus Assignment: Havarl

Prerequisite: Mission 3

Start Location: Havarl

Unlocking: Talk to Raashel Vier at Pelaav.

SPEAK TO RAACHEL VIER

HAVARL: PELAAV

After speaking with Kiiran Dals when you first enter the main science facility in Pelaav on Havarl, look for Raashel Vier, a female angaran archeoastronomer who lived in the city before it was abandoned after Havarl's vault malfunctioned. She's in the same room **(1)**.

Raashel collects and studies ancient cultural records of pre-Scourge angaran civilization, and believes some of the data she gathered may provide links to lost angaran colonies. However, all Raashel's data was left behind during the catastrophe that ruined the city. What remains of her former home is now infested by mutant wildlife. Volunteer to clean out the beasts and access Raashel's computer to recover the data.

RECOVER DATA FROM RAASHEL'S PERSONAL CONSOLE

On your trek north through the Havarl jungle, check your scanner regularly and forage through containers. You're on a new planet with lots of new tech, vegetation, and wildlife to discover and add to your Research Data.

As you near Raashel's house **(2)**, SAM detects multiple lifeforms in the area. Be prepared to battle numerous new creatures: the cloaked Challyrion, Drall, and maybe even a Rylkor and Galorn. Scan all these creatures, dead or alive, to further the "Comparatively Alien" task.

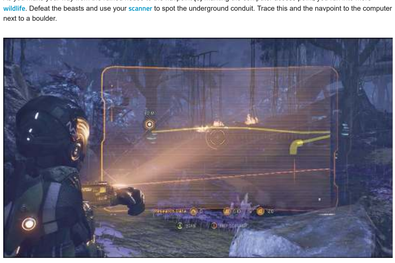
RAASHEL'S HOME

Enter the ruins of Raashel's home **(2)** and find the computer near the front entrance on the wall to the right. SAM tells you the data core in the computer is damaged beyond repair.

You relay the news to Raashel via comms. During your conversation, you learn that backups exist but went down with the city's network center, which is now underground. She mentions the possibility of using an access point on the surface to reach these backups. She puts a navpoint on the map directing you to where a network memory center used to be.

FIND A NETWORK ACCESS NODE

As you make your way from the ruined house to the navpoint **(3)** marking the computer access point, you run into more wildlife. Defeat the beasts and use your scanner to spot the underground conduit. Trace this and the navpoint to the computer next to a boulder.



While using the computer, Raashel remotely downloads the data and congratulates you. She will pass on the data to her colleagues. You earn 29 AVP for completing this mission.

Secondary Ops
Frequency

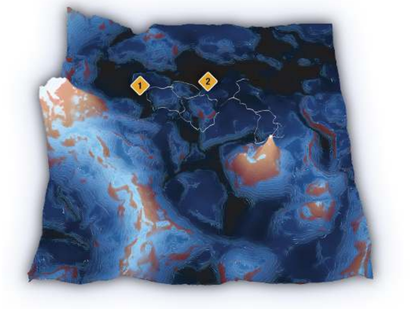
Mission Type: Heleus Assignment: Voeld

Prerequisite: Mission 2, complete "Return to the Tempest" after Aya during "A Trail of Hope"

Start Location: Voeld: Hjara

Unlocking: Speak to the irritated researcher, or start at the meteorite.

SPEAK TO THE IRRITATED RESEARCHER



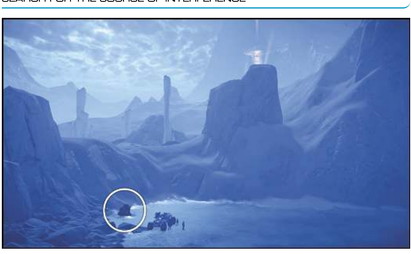
VOELD, HYJARA

While exploring Hjara and finishing "On the Front Lines," enter the building **(1)** next to Skeot and talk to the irritated researcher. He's dealing with equipment malfunctions and can't get important information to the Resistance in Telara.

EXAMINE THE EQUIPMENT

After speaking to the irritated researcher, examine the console directly beside him. This kicks off the side quest. Make sure to scan the communications equipment in this building and other angaran tech around Hjara, like the **infrared surveillance device** near the merchant bar and the large **ice block**. Also, raid the **container** at the base of the westernmost red light (one of the tall red lights Hjara is famous for).

SEARCH FOR THE SOURCE OF INTERFERENCE



Drive the Nomad to the navpoint **(2)** in northern Voeld (just east of the northern holding site in "Stage a Rescue"). Before you inspect the huge meteorite here, take care of any wildlife in the area, which are behaving especially *wild*.

DEFEAT THE ADHI

There's an ammo crate next to the meteorite, and it doesn't take long to figure out why. Eight wild Adhi rapidly approach your position.

You may get so overwhelmed by these beasts that you resort to jumping, ground-pounding area attacks using your blade to damage many at once.

SCAN THE METEORITE

When you catch a break from the wildlife, scan the meteorite. Apparently it's the remainder of a metallic meteor that landed on Voeld. It's emitting strange energy that disrupts communications and, oddly enough, seems to cause aggression in nearby wildlife—no joke.

NEUTRALIZE THE SIGNAL

After scanning the meteorite, you can start dampening it. It's a long hack-like process. As soon as you begin, look for a horde of wild Adhi charging you from across the frozen lake. Stop dampening and deal with the beasts. Afterward, finish dampening. SAM suggests bringing a sample to the Nexus for further analysis. This completes the mission and frees up the angaran communications.

MASS EFFECT ANDROMEDA

Secondary Ops

From the Dust

Mission Type: Helios Assignment: H-047C

Prerequisite: Access to the Remav system

Start Location: H-047C

Unlocking: Interact with the datapad located in the dome closest to the Tempest landing zone.

LOCATE THE DATAPAD

H-047C

FIRST DOME

From the Tempest landing zone (**1**) on H-047C, travel west toward the nearest "Hitting Rocks for Science" marker. The datapad that kick-starts this quest is inside the same dome (**2**) as the marked rock. Drive into the dome entrance and defeat all the Raiders, Sharpshooters, and Pariahs inside.

Enter the facility under the dome and find a Loadout interface—conveniently placed, since you can't exit the Nomad while on the lunar surface to use a forward station for such needs. To the left of the Loadout interface is the **datapad** you're after. It's a message from Alvis that talks of helium-3 mining, and you get a single code snippet with which to enter the Outlaw Headquarters.

LOCATE THE OUTLAW HEADQUARTERS

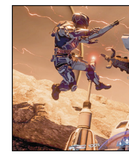
You've discovered an Outlaw gang on H-047C. You need to gain access to their headquarters and stop the Outlaws from completing their plans.

FIND THE THREE CODE SNIPPETS

SECOND DOME

SECOND CODE SNIPPET

You found the first code snippet, now you must find two more. Exit the dome (**2**) and drive south to the next dome (**3**) indicated on the map. There are many more exiled helium miners here, plus a Hydra and turrets to deal with.



After clearing everything, you find the **datapad** with the second code snippet on the counter in the main building. This datapad is titled "Message for Kree." Make sure to raid the **container** in the room behind the counter.

THIRD DOME

LAST CODE SNIPPET

Drive east to the third dome (**4**) and into the vehicle entrance. Inside are Raiders, a Pariah, an Anarchist, and Adhi. Defeat them all. Clear the area and search for containers and **minerals**. You also find **element zero** in here for "Hitting Rocks for Science."

The third and last **datapad** containing a code snippet is located on the second floor of the main building under the dome. There are two datapads in this room; the one you want is on the shelf to the right as you enter. The name: "Progress Report." Raid the **large container** in this room as well.

OUTLAW HEADQUARTERS DOME

SAM marks the navpoint to the Outlaw Headquarters (**5**) on your map. Exit the dome and head west along the beaten path to clear canyons, and then north for the marked location. Along the way, SAM tells you the base comprises two mining domes. The second one can only be accessed with a passcode.

ENTER THE HEADQUARTERS

Inside the dome, expect more resistance than you met in the previous domes, but no Hydra. Defeat Anarchists, Pariahs, Adhi, and Raiders. Follow the navpoint to the doorway between domes, and use your passcode at the airlock console.

CLEAR THE HEADQUARTERS

You're tasked to clear all enemies from the smaller dome, including Raiders, a Berserker, an Anarchist, Adhi, and Krex, the last of which is the toughest of them all. Put the entire team on this krogan target to take him down. Scan the dead, especially the krogan Berserker if you've never scanned one before.

DISCOVER KREX'S PLANS

Follow the navpoint to the second floor in the main building. A **container** and the **target datapad** sit on a table to the left. The datapad is an audio log from Elora. She had plans to take out the Initiative colonies, and to do this, she needed lots of helium-3. She mentions that the Remnant tiller in the conservatory will help get the job done. SAM marks the conservatory on your map. This ends "From the Dust" and introduces you to a new quest: "The Remnant Tiller."

MASS EFFECT ANDROMEDA

Secondary Ops

Gil Brodie: A Game of Poker

Mission Type: Allies and Relationships

Prerequisite: Mission 3

Start Location: Tempest

Unlocking: Receive Gil Brodie's "Poker Awaits!" email.

READ EMAIL FROM GIL

TEMPEST

During Mission 3, be on the lookout for an email from Gil about playing poker in the Vortex on the Nexus. To receive the email, make sure you've exhausted all Tempest conversations with him. This mission becomes active after you read the email.

Poker awaits!
Ram-Tech
Solicitation - Bad
I blame you
[Error 882: Carrier signal interrupted] — Invitation
Something Suspicious
Poker awaits!
To: Ryder
From: Gil
Ryder, the bell tolls for thee. Meet me in the Vortex on Nexus. I'll be the one shuffling the deck of doom.
Cheers,
Gil

MEET GIL AT THE VORTEX

NEXUS: THE VORTEX

Next time you're at the Nexus, enter the Vortex Bar and find Gil sitting at a table all the way against the right wall. At the beginning of the game, SAM offers to give you an advantage by reading Gil's vitals. You can agree or refuse to cheat. Cheating has a negative impact if you're trying to romance Gil; he starts talking about his friend Jill. You can respond positively or take a jab at him with a more jealous remark. At the end of the game, you can fess up and tell him you cheated… or not. If you confess, he relays to Jill that you're also a cheat.

MASS EFFECT ANDROMEDA

Secondary Ops

Gil Brodie: The Friend

Mission Type: Allies and Relationships

Prerequisite: Complete Mission 4

Start Location: Tempest

Unlocking: Read email from Gil.

READ EMAIL FROM GIL

TEMPEST

After Mission 4, make sure you've exhausted all conversation options with Gil and have been friendly toward him. He then sends you the "Come meet Jill!" message. He's asked you to come to Prodromos to meet his friend Jill.

Meet My True Mother
Concerned about Drack
Inspiration
Come meet Jill
One more try...
You okay?
Come meet Jill!
To: Ryder
From: Gil
Hey, next time we're on Eos, I'm meeting up with my buddy Jill. She'd love to meet you, and I kinda said you'd make an appearance.
So don't make a liar out of me!
Gil

MEET GIL AND JILL ON EOS AT PRODROMOS

EOS: PRODROMOS

Travel to Prodromos and head past August Bradley to Gil, who's standing as close to the landing pad as he can get to wait for Jill's arrival. Play around with Jill in your conversation with her. You can turn this into a serious relationship with Gil (if you want to) after this meeting.

MASS EFFECT ANDROMEDA

Secondary Ops

Gone with the Wind

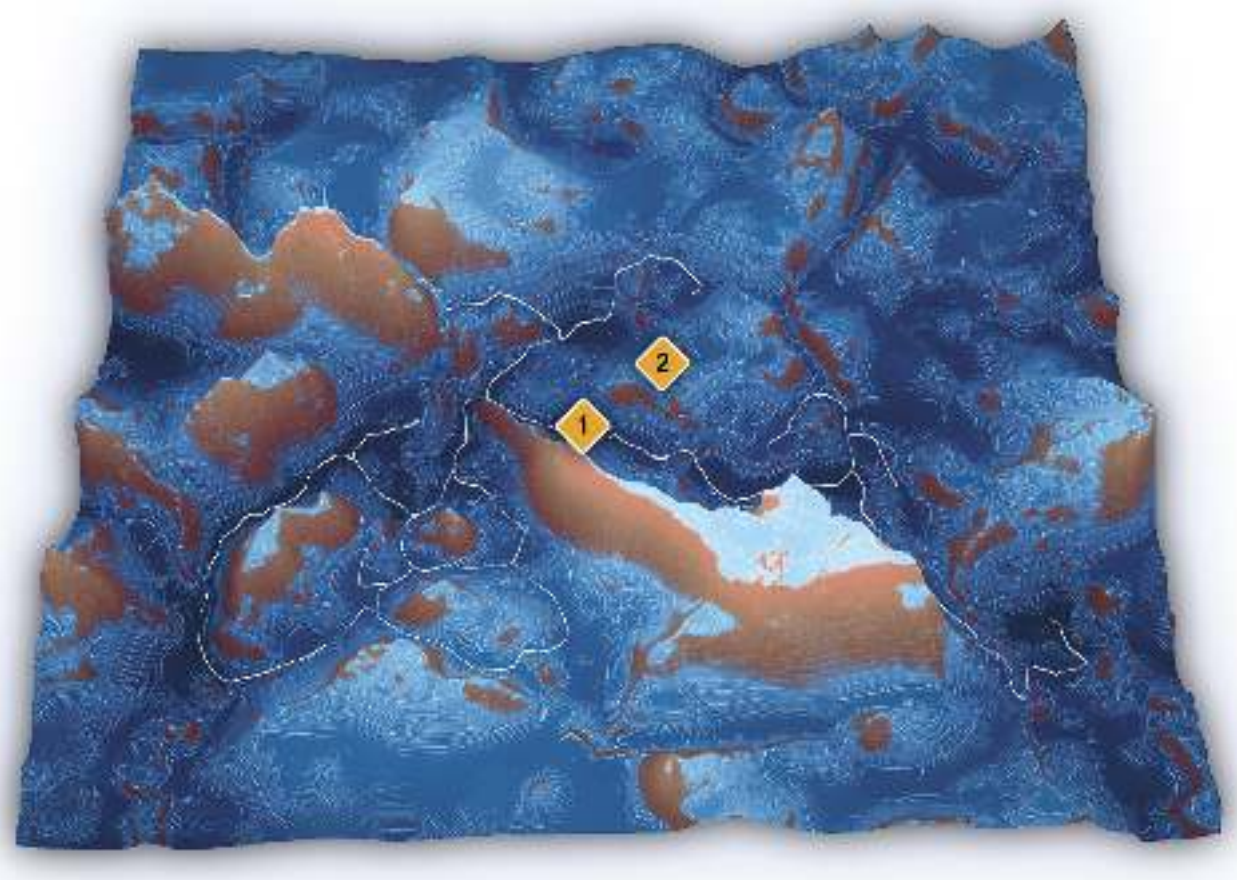
Mission Type: Heleus Assignment: Kadara

Prerequisite: Must have interrogated Vehn Terev in “Hunting the Archon”

Start Location: Kadara: Varren’s Scalp

Unlocking: Speak to Aislin.

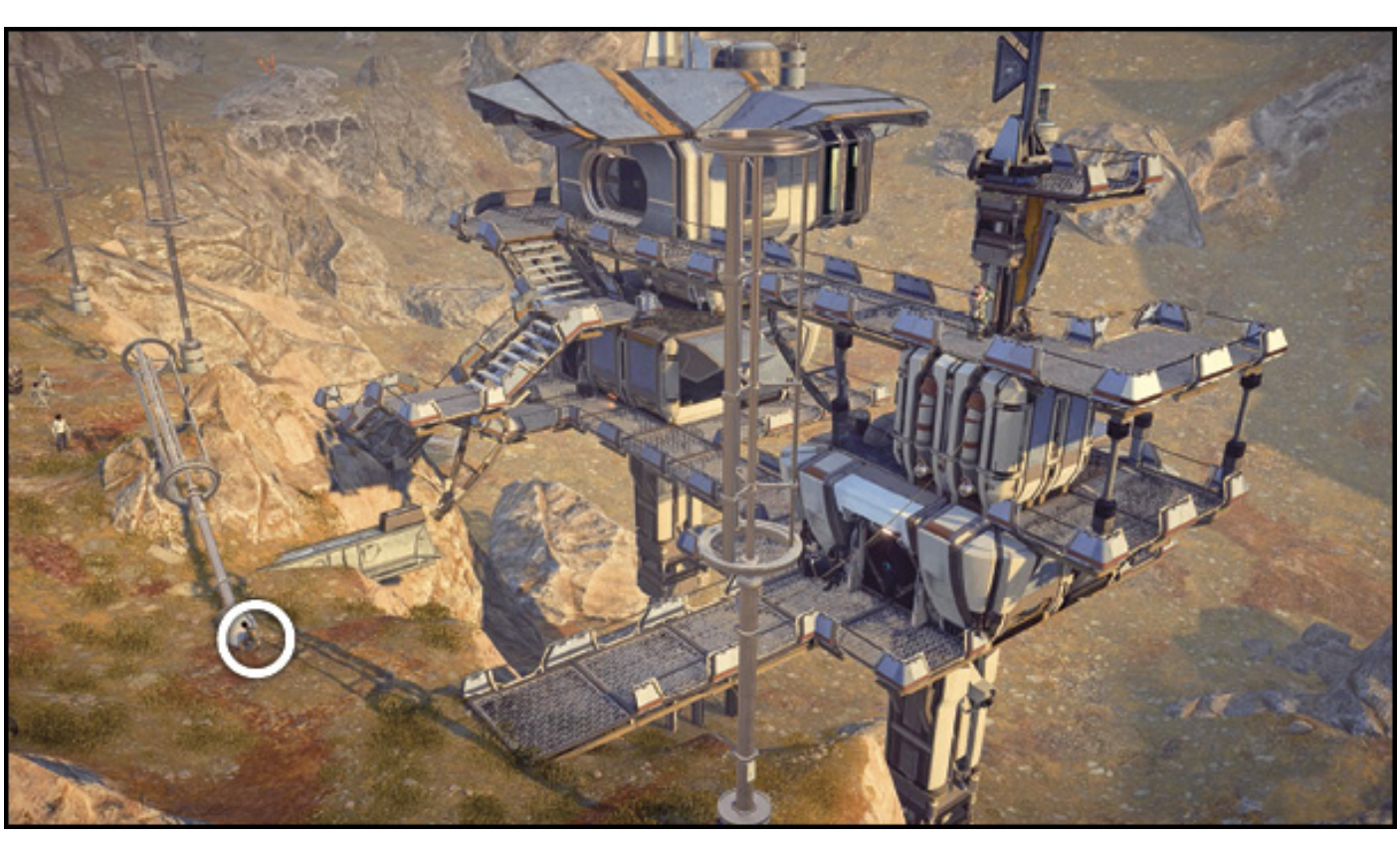
SPEAK TO AISLIN



KADARA

VARREN’S SCALP: WINDFARM

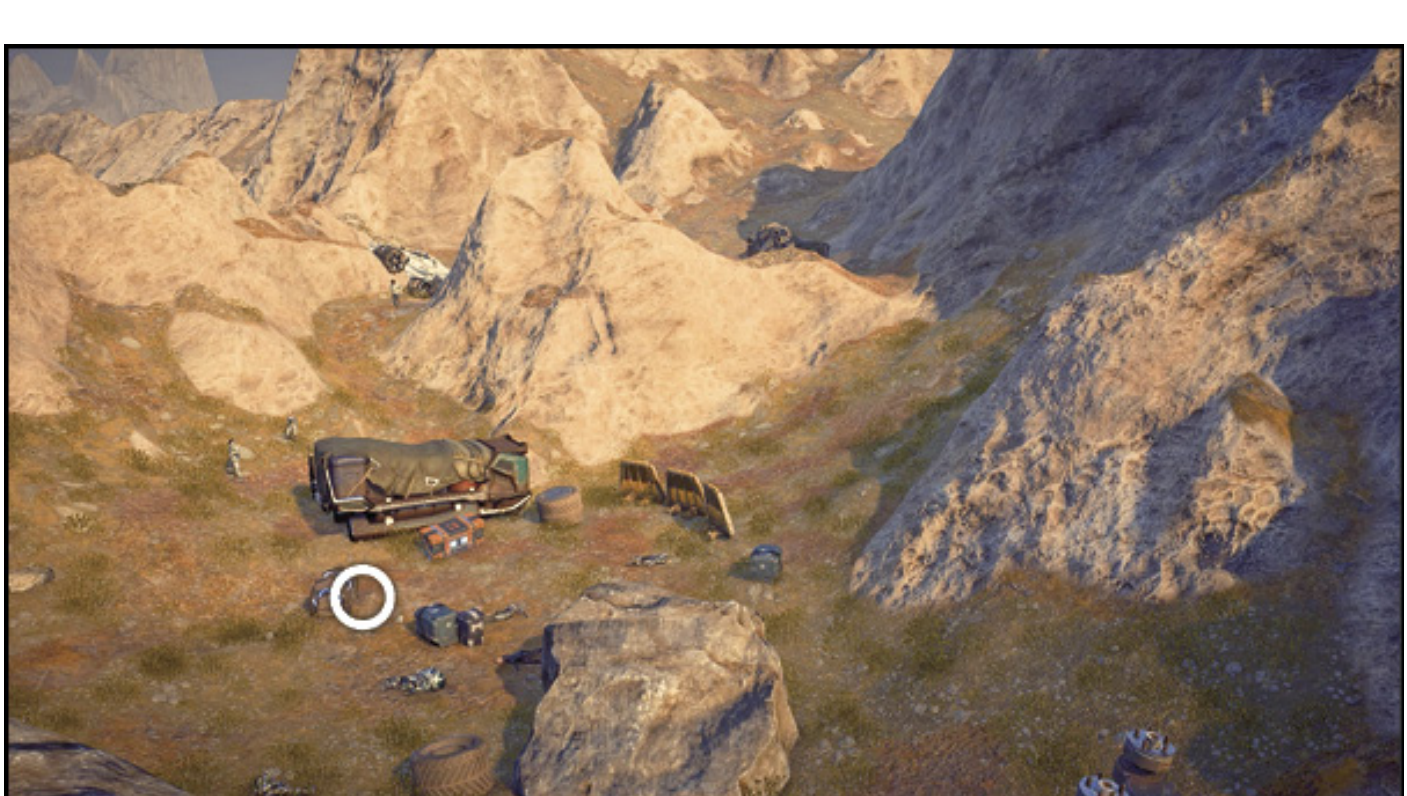
Scavengers are stealing turbine parts from the windfarm outside Kadara Port. When you reach the windfarm, an exile named Aislin **(1)** enlists your help to bring the stolen parts back. Agree to help her. (While you’re here, enter the first floor of the left building—left as you’re walking toward it from the cliff side—and talk to the turian merchant to start “A Packaged Deal.”)



FIND STOLEN TURBINE PARTS

HAARFEL

Drive the Nomad to the mountaintops **(2)** in Haarfel to the northeast of the windfarm. You find this small, empty camp with a generator.



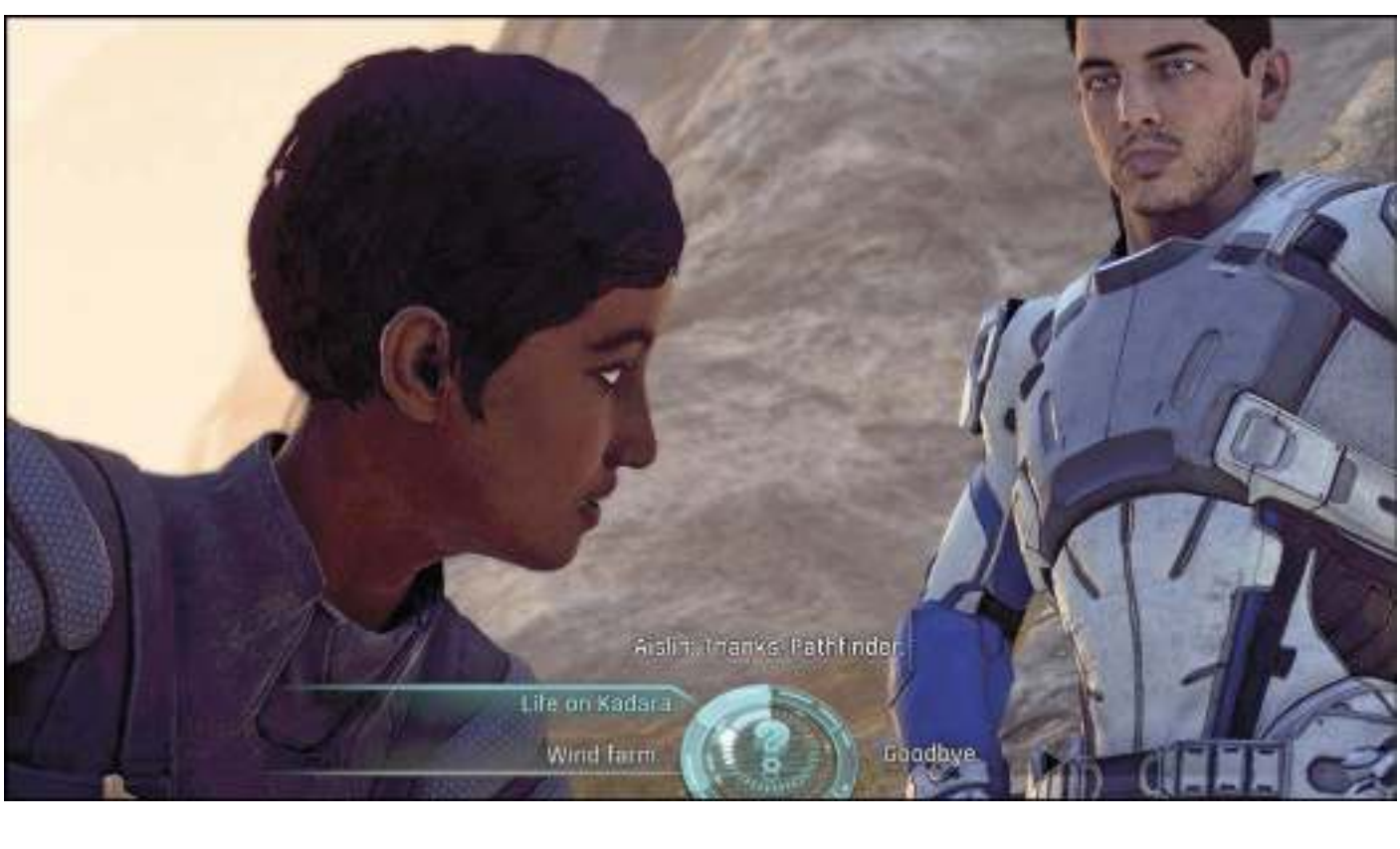
EXAMINE DEBRIS

DEFEAT THE ANCIENT EIROCH

Examine the debris (the prompt on the generator) and then jump to the top of the nearby crates. This keeps you a little safer from the Ancient Eiroch. Scan this guy. He’s rare. Then kill him.

RETURN TO AISLIN

Return to Aislin **(1)**, who’s still toiling on some kind of project in front of the windfarm. You tell her the fiend got the scavengers and the turbine parts are destroyed. She’s happy, at least, that “yaw drive is not being used by a bloody scav.” You can continue talking to her to get more information. The quest completes when the conversation ends.



MASS EFFECT ANDROMEDA

Secondary Ops
Gray Matter

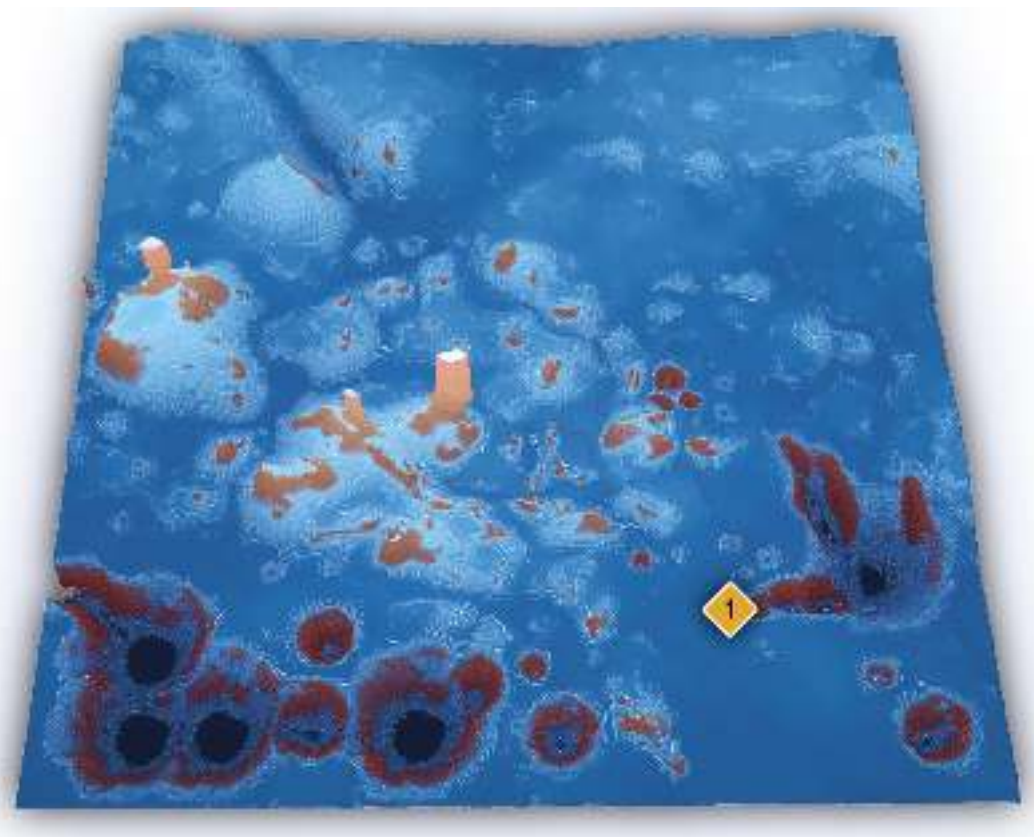
Mission Type: Heleus Assignment: Elaaden

Prerequisite: Complete "The Mind of an Exile"

Start Location: Elaaden: The Paradise

Unlocking: Complete "The Mind of an Exile" and allow a little time to pass.

PICK UP LEXI'S SERUM



ELAADEN: THE PARADISE

After completing "The Mind of an Exile," where you scanned multiple scavengers to give Lexi the data she needed for her research project, give her some time to come up with results. Then this mission begins. Lexi develops a serum that may hold off the symptoms of neural decay that several scavengers are experiencing. All she needs is the perfect test subject.

SPEED UP THE RESEARCH

To begin this mission immediately after "The Mind of an Exile," you must leave the Paradise area. Travel to another forward station, or drive off in the Nomad a short distance, and then return.

Begin by picking up the serum inside the Paradise **(1)**. You find it on the shelf Velonia is facing. Over comms, Lexi says she'd like to test this serum on a live subject, but you need a good candidate.

SCAN SCAVENGERS TO FIND A TEST CANDIDATE

Start by scanning everyone inside the Paradise, and listen as Lexi shoots down each candidate. The quickest way to complete this quest is to go straight to the correct subject, which is not random—it's always the same guy. Head outside and make your way to the west end of the covered path (the opposite end of the forward station). Scan the scavenger **(2)** standing near the parking lot. Lexi confirms this guy is perfect and suggests you ask him nicely if he'll be a test subject for the new serum.

TALK TO THE SCAVENGER

Talk to the raving scavenger. You tell him you have some medicine that will make him feel better. He refuses it; he feels better than he ever has. Tell him either that he can have his life back, or that the serum will repair his mind. He still refuses. Finally, you can choose between asking nicely one more time (select "If you say so"), and forcing him to take it (select "Don't be stupid"). He takes it if you choose the latter. Either way, the mission ends successfully.

MASS EFFECT ANDROMEDA

Secondary Ops

H-047C: A New World

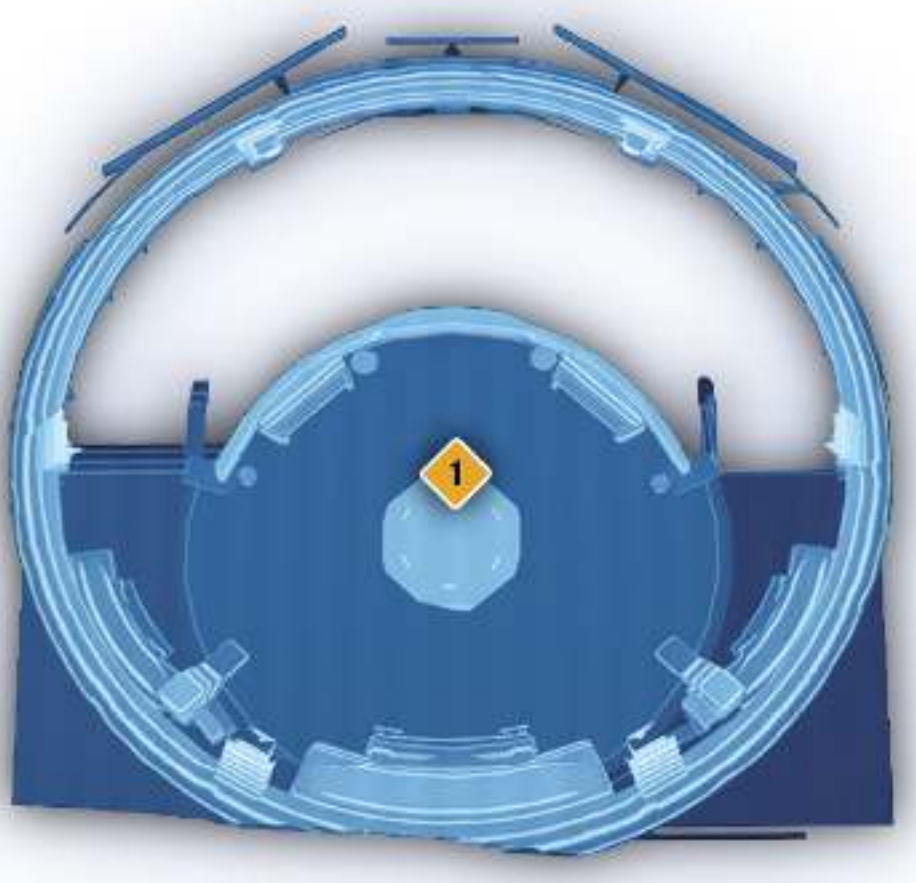
Mission Type: Allies and Relationships

Prerequisite: Must have interrogated Vehn Terev in “Hunting the Archon”

Start Location: Tempest

Unlocking: Enter the Tempest after interrogating Vehn Terev in “Hunting the Archon.”

TRAVEL TO H-047C IN THE REMAV SYSTEM



TEMPEST: MEETING ROOM

A meeting is held in the meeting room **(1)** on the Tempest when you return from Kadara (with the prerequisite conditions met). There are reports of interesting and potentially lucrative activity in the Remav system. While those reports alone seem vague, it’s also the area where the turian ark may have been headed. Vetra and Peebee suggest that we check it out.

MASS EFFECT ANDROMEDA

Secondary Ops
Hard Luck

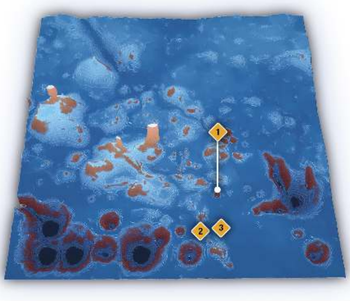
Mission Type: Heleus Assignment: Elaaden

Prerequisite: Unlock Elaaden

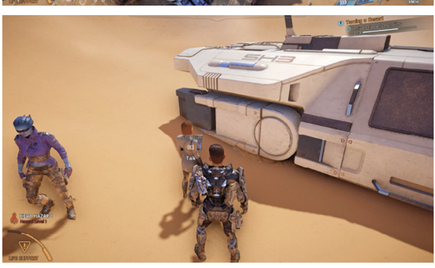
Start Location: Elaaden: Paradise Sands

Unlocking: Speak to Nora Tallis.

SPEAK TO NORA TALLIS



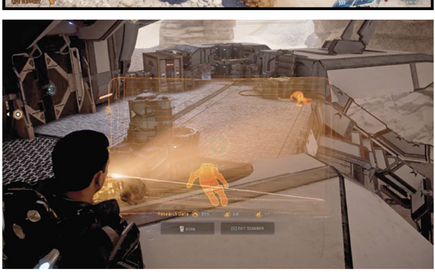
PARADISE SANDS: SINKHOLE



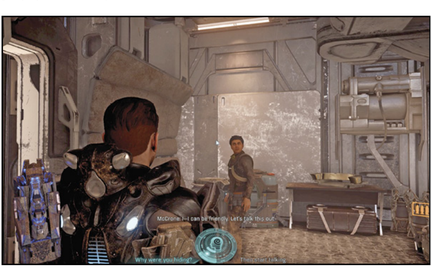
While driving in the area indicated on the map, look inside the many sinkholes to find the one with Nora Tallis **(1)** inside, standing next to her stranded shuttle. Talk to her. She needs your help retrieving a thruster from an exile named Axius. It belongs to her Nexus shuttle.

FIND NORA'S SHUTTLE THRUSTER

Nora gives you the navpoint to Axius's camp **(2)**. It's a short drive south from your location. On approach, you find a camp in the side of a hill. Head to the top exterior balcony on the building where two dead bodies are located. Scan them. SAM analyzes the data and determines they've been dead for some time.

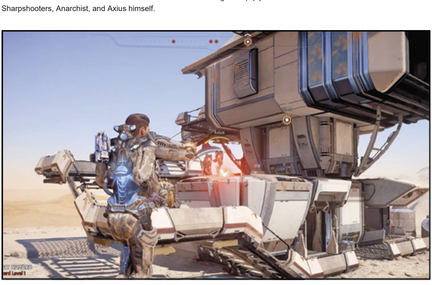


Enter the unlocked room near the bodies to find McCrone inside. Ask him why he was hiding. Apparently he hid when he saw Axius coming. According to him, Axius is the meanest gang leader in Elaaden. Axius' gang runs raids on other scavenger camps and leaves no one alive. You ask him for the location of the thruster they bought. He says Axius probably took it and gives you your death-wish navpoint.



RETRIEVE THE THRUSTER FROM AXIUS

Re-enter the Nomad and drive due east. You discover a semi-large camp **(2)** full of Outlaw Raiders and Adhi. Eliminate the Sharpshooters, Anarchist, and Axius himself.



INVESTIGATE AXIUS' CAMP

MASS EFFECT ANDROMEDA

Secondary Ops

Healing Kadara's Heart/The Outlaw Monolith

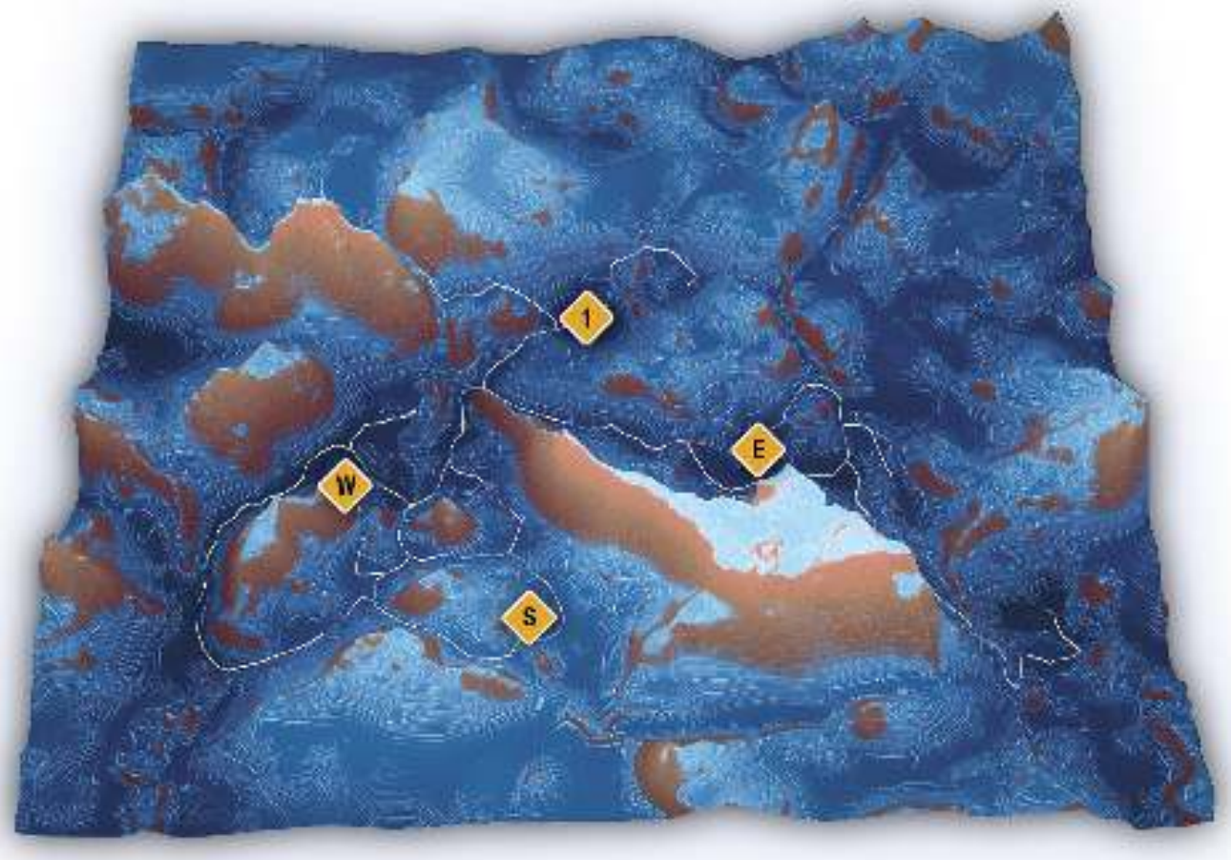
Mission Type: Heleus Assignment: Kadara

Prerequisite: Must have interrogated Vehn Terev in "Hunting the Archon"

Start Location: Kadara

Unlocking: Approach one of three monoliths on Kadara.

ACTIVATE THE THREE MONOLITHS



KADARA

The vault on Kadara is likely the key to starting the process that'll heal the planet's environment. Solve the Remnant monolith challenge, "The Outlaw Monolith," explore the vault, and determine a way to activate it.

HAAFEL

SCAN FOR TWO GLYPHS

The east monolith **(E)** is in Haafel and can easily be seen as you exit the slums. Six-wheel it up the mountain trail on the south side and investigate the monolith for glyphs. The **Entropy Glyph** is located low on the pillar south of the Remnant console in the middle of the platform.

The **Zero Glyph** is located on the top of the adjacent Remnant pillar. You can scan it by jumping to the top of the Entropy Glyph pillar.

With the two glyphs scanned, access the Remnant console and use our puzzle-solving shot to complete it.

THE WEST REMNANT MONOLITH

SULFUR SPRINGS

SCAN FOR TWO GLYPHS

The west Remnant monolith **(W)** is buried in rock. The Remnant platform is inside a cave. The tunnel that leads to the platform is accessible from the west, near a camp of Outlaws complete with Sharpshooters and an Adhi. Get rid of the locals and head into the cave; all the glyph symbols are inside.

Get out of the Nomad before you reach the platform. There's a glyph you can scan before you get too deep. On the right side of the tunnel, just before the platform, is the **Nihility Glyph**. It's up under the Remnant pillar hanging overhead.

Inside the cave is a local angara. You can talk to him. He kindly tells you to leave. It's not until your team brags about how good you are with Remnant consoles that he starts to warm up to you. Pull out the scanner and show him how it's done.

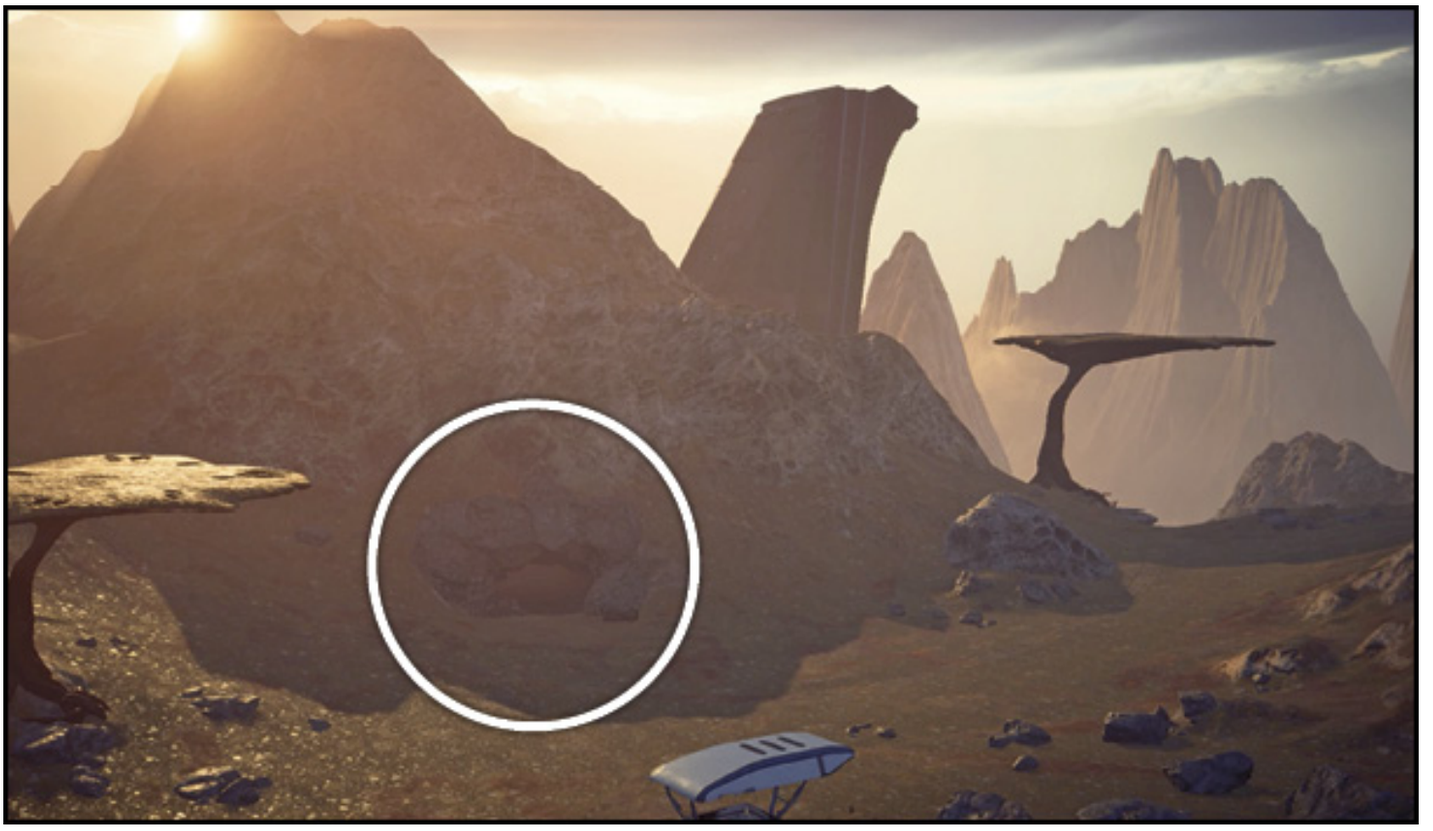
Find the **Hydrodynamic Glyph** on the Remnant pillar right in front of the Remnant console. Easy—walk up and scan it, then activate the Remnant console. There's not even a Remnant puzzle to solve here.

THE SOUTH REMNANT MONOLITH

SULFUR SPRINGS

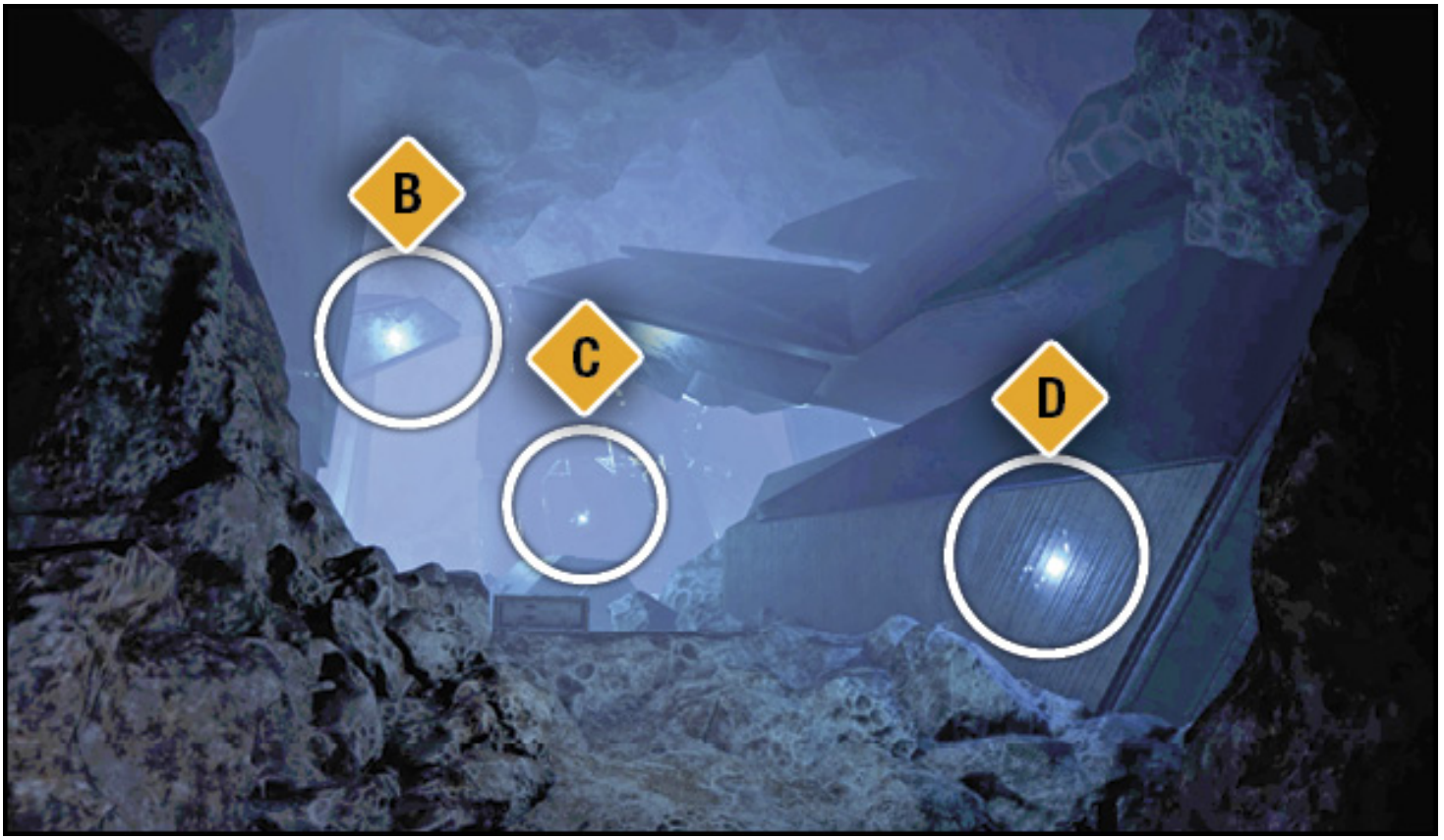
SCAN FOR FOUR GLYPHS

The south Remnant pillar **(S)** also has a cave entrance that allows you to reach the glyphs and Remnant console. Not only are there four glyphs to locate this time, but you must defeat the Raiders and Hydra inside!

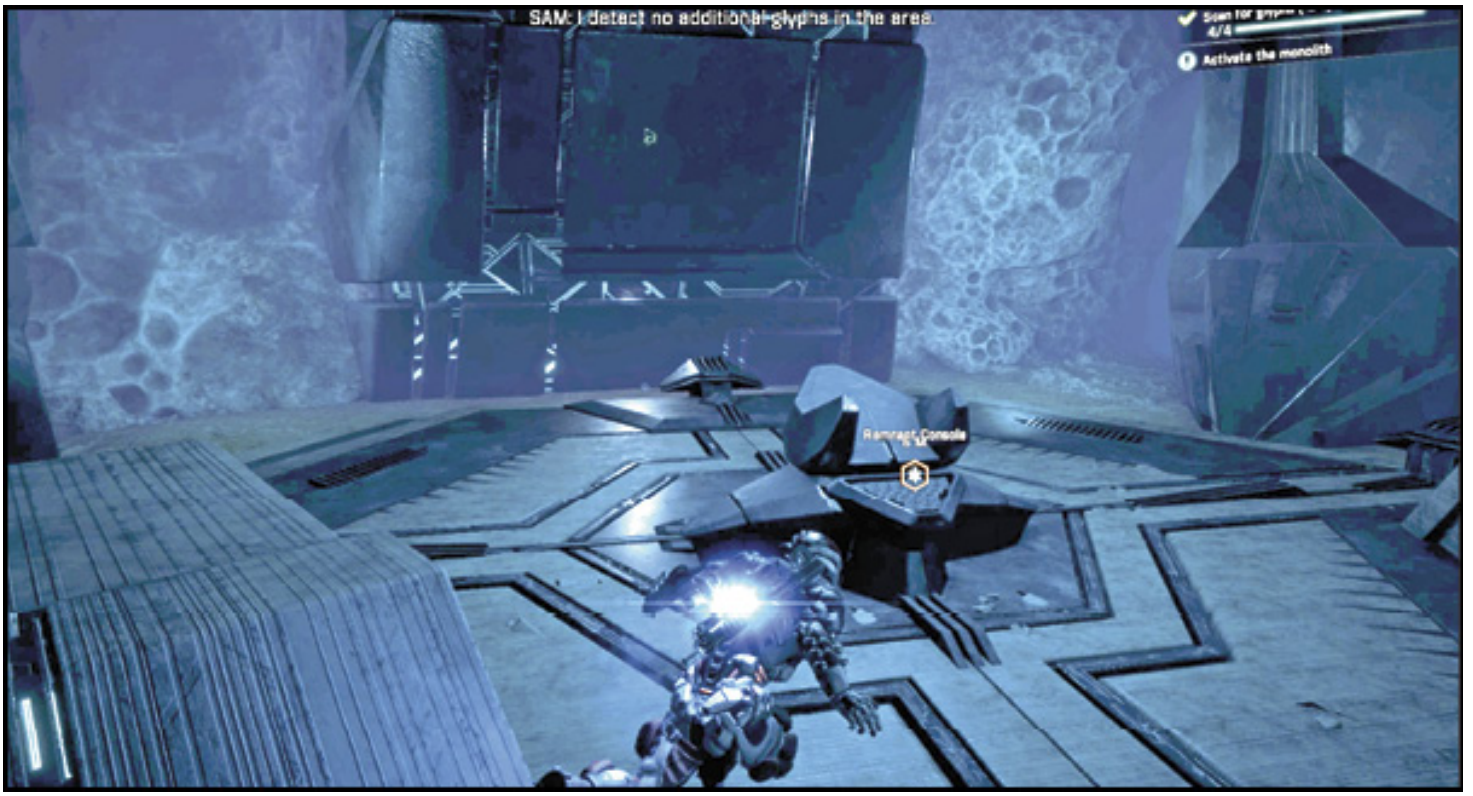


At the end of the narrow tunnel is a chamber housing a glyph. Kill the enemies and head toward the next passage. Scan the **Interval Glyph(A)** on the pillar to your left at the passage entrance.

As you climb the rock platforms, look for the next glyph high on your right, just before you reach the clearing with the Remnant platform. This is the **Semiosis Glyph (B)**.



The **Kinetic Glyph(C)** is on your left as you step up onto the platform. The last one, the **Thermodynamic Glyph(D)**, is on a pillar behind the Remnant console. Interface with the console to activate the monolith without a Remnant puzzle.



INVESTIGATE THE VAULT'S ENTRANCE

Find the Remnant vault entrance **(1)** up north in Haarfel. On approach, the vault erupts out of the ground. Enter the vault and use the Gravity Well to explore below.

ACTIVATE THE VAULT'S EMERGENCY POWER

VAULT INTERIOR

Once you're on the lower floor **(2)**, jump up to the platform in the back of the chamber and interface with the Remnant console **(3)**. Three laser shields appear over three more Remnant consoles in the room **(4)(5)(6)**.

REMOVE THE VAULT'S LOCKDOWN

No puzzle in this room. Just activate all three consoles **(4)(5)(6)** to open the next door, allowing access to the main vault **(7)**, where you're greeted by Breachers. Blast them.

On the first low platform **(8)**, find the next Remnant console to further this quest. Activate it to lower some pillars on your right that help you navigate through the floor of acid. A bridge over the acid **(9)** allows you to reach all the major stops in this vault.

Jump the acid to reach the northeast platforms, and activate the Remnant console **(10)**. This raises more jumping pillars that lead to a secret container door **(11)**. Jump to the raised pillar platform **(12)**, then to the main platform **(13)**. Note that the door here **(14)** remains locked until you activate the associated Remnant console **(36)**. Head north and interface with another console **(15)** near the clearing. This console shoots three lights out across the room, targeting two shields **(16)(17)**, and a Remnant shield charger **(18)**. Defeat the Nullifiers and Assemblers here.

There's a **container** in the hole in the middle of the floor **(19)**, and a Remnant console **(20)** that turns a turret on the enemies. Interface with the console **(21)** on the right side of the locked door **(22)** to unlock it. A console **(23)** on the right before you enter the vault turns on a green friendly shield to help protect you while you battle the Remnant.

Inside you find a Destroyer, an Assembler, and a Nullifier. A Remnant console **(24)** in the back of the room turns a turret friendly and helps you defeat the constructs. Climb to the top of the large block pillars in the middle of the room and activate the console there to initiate a Remnant Decryption Puzzle. Finish it, then run back out to the platforms **(22)**. The door to the north **(26)** is now unlocked and leads to a little puzzle that opens a container room door **(27)**.

GLYPH DOOR PUZZLE

REMNANT DATA CORE

Defeat the bots and scan the glyph order on the door to get it in your head. Or use the accompanying screenshot to refresh your memory. Each of the six consoles has one of these symbols over it. Activate them in the order displayed on the door to unlocked it, and grab the contents from the **container** inside. Here is the order: **(A) (B) (C) (D) (E) (F)**. Inside is the data core for “Task: Remnant Data Cores.”

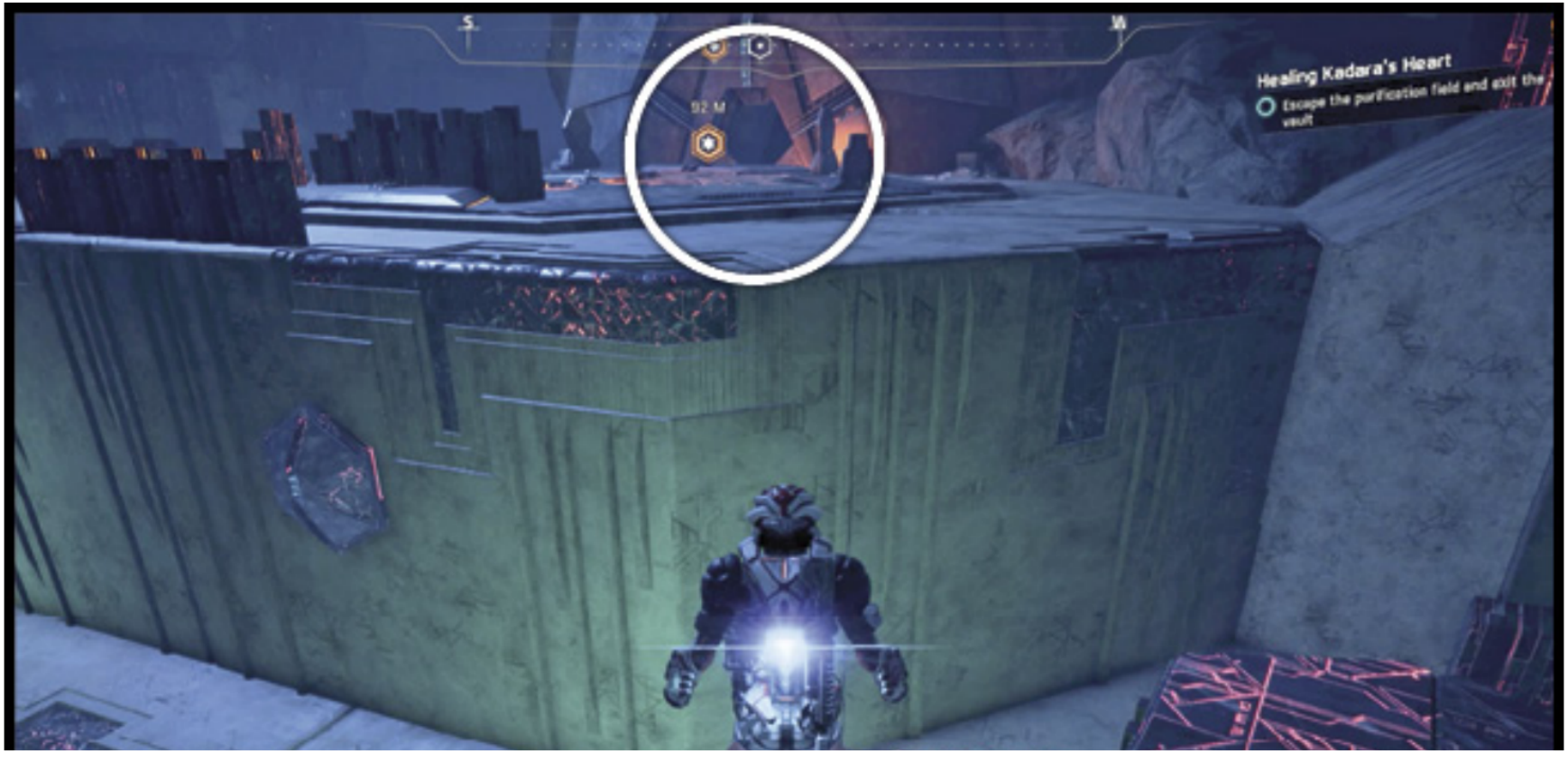
BACK ON TRACK

Head all the way back to the second console **(10)** you interacted with, and take a running leap off the end of that ledge **(29)** to make it down to some acid-floor platforms. Head to the right side of the island and use the Remnant console there **(29)** to unlock the door **(30)**.

AND EXIT THE VAULT

In the purification chamber, you find five Remnant consoles **(31)(32)(33)(34)(35)** that control shields and lasers aimed at the purification field **(36)**—marked by the navpoint.

Activate all the consoles and defeat all the Remnant Observers, Nullifiers, and Assemblers. Once the coast is clear, activate the purification field **(36)** and run to console **(29)** to put the jump pillars **(37)** back. Activate the console **(10)** that raises pillars that allow you to access the main platform **(13)** again. The laser grid over the container room **(14)** is now gone. Loot the **container**.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W
92 M
Healing Kadara's Heart
Escape the purification field and exit the vault

Secondary Ops

Helping Havarl's Scientists

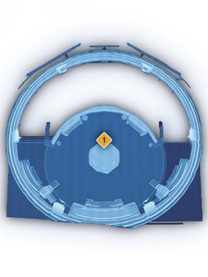
Mission Type: Heleus Assignment: Havarl

Prerequisite: During "A Trail of Hope," pick up Jaal on Aya

Start Location: Tempest

Unlocking: Leave Aya for the first time with Jaal on board the Tempest.

TRAVEL TO HAVARL



TEMPEST: THIRD FLOOR

This mission unlocks after the conversation between the crew and the newest member of the team, Jaal, which happens on the third deck of the Tempest **(1)** right after you leave Aya for the first time. Kiiran Dals' research team was studying one of Havarl's monoliths when they triggered a strange Remnant stasis field. It's kept them in a frozen state, alive but unresponsive. You complete this objective by landing on Havarl.

EVFRA'S TRUST QUESTS

There are two quests you can choose between (or you can do both) to gain Evfra's trust: this one, and "Stage a Rescue" on Voeld, where you rescue imprisoned angara. After completing one of these missions, talk to Evfra via Vidcon on the Tempest to advance the Priority Ops missions.

MAKE CONTACT WITH THE SCIENTISTS AT PELAAV

HAVARL: PELAAV

The lead scientist, Kiiran Dals, is in the main building **(2)** at Pelaav, which is near the Tempest landing zone and a convenient forward station. Talk to her, and Jaal asks her where all the scientists are, as your team has some Remnant experience you'd like to share. She says they're frozen in some kind of stasis field. Agree to help her.

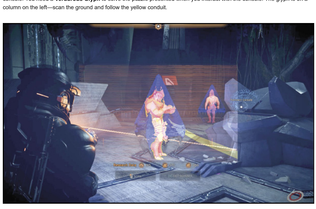
HELP THE RESEARCHERS TRAPPED AT THE MONOLITH

HAVARL: MONOLITH

Travel east and stick to the right side of the jungle as you look for the next forward station location. Call it down and head south from that location into a narrow pathway that leads to the monolith **(3)**.

You likely run into some Roekaar Raiders, Adhi, and Galorn in this area, so prepare to engage in some jungle warfare. You may even see some Creepers as you approach the Remnant tunnel. In the tunnel, you encounter Observers, Assemblers, and a Nullifier. If you have the mission "Better Crafting" active, make sure to find the hops you need in this Remnant-tech tunnel.

Find the scientists **(2)** trapped in stasis at the end of the tunnel on a Remnant monolith platform. They surround a Remnant console. You need a **Verdurous Glyph** to solve the puzzle presented when you interact with the console. The glyph is on a column on the left—scan the ground and follow the yellow conduit.



The **Magnitude Glyph** is located on the platform, on the back of a Remnant block beside the console (on the right). You only need two glyph scans to solve the puzzle. Use our shot for a quick completion.

Solving the puzzle frees the scientists. Assistant Torver adamantly thanks you. You suggest he should return to Pelaav and speak with Kiiran. That's exactly where you need to return as well.

RETURN TO KIIRAN DALS

Head back to Pelaav and speak with Kiiran **(1)**. There's a bit of a party atmosphere in the science building, as the angara are ecstatic for the return of the scientists and the discovery of your Remnant-tech savvy. With this trust quest complete, Evfra will surely be convinced that you're an ally.

MASS EFFECT ANDROMEDA

Secondary Ops
High Noon

Mission Type: Helius Assignment: Kadara

Prerequisite: Must have interrogated Vehn Tarex in "Hunting the Archon"; must have completed the following quests: "Behind Enemy Lines," "A People Divided," "Healing Kadara's Heart," "Modern Medicine," "Precious Cargo," "Night on the Town".

Start Location: Kadara Port: Outcast Headquarters

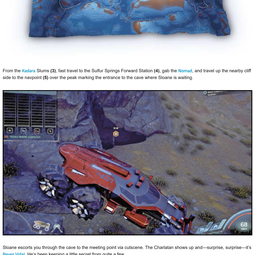
Unlocking: Speak to Sloane.

SPEAK TO SLOANE

KRORRR

OUTCAST HEADQUARTERS

After completing "Night on the Town," re-enter Sloane's Outcast Headquarters and speak with her **(1)**. She complains about the Charlatan using her people to beat up Kaetus, who's barely alive. She says the Charlatan left a note on Kaetus' body. He wants to settle things and sets a meeting spot in Draylir. You both agree it could be a trap, but Sloane trusts you'll have her back. Use the terminal **(2)** to reach the Kadara Slums.



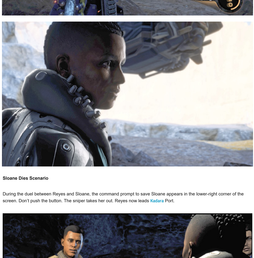
MEET SLOANE AT THE CHARLATAN'S SPECIFIED LOCATION

KRORRR

DRAULUR

From the Kadara Slums **(3)**, fast travel to the Sulfur Springs Forward Station **(4)**, grab the Nomad, and travel up the nearby cliff side to the navpoint **(5)** over the peak marking the entrance to the cave where Sloane is waiting.

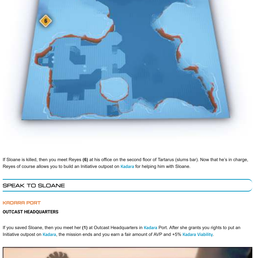
Sloane escorts you through the cave to the meeting point via cutscene. The Charlatan shows up and—surprise, surprise—it's Reyes Vidal. He's been keeping a little secret from quite a few.



You can respond to this discovery by saying, "You lied to me" or "This was your plan all along." Choose either; they both lead to the next discovery: Reyes wants a duel between Sloane and himself. Winner takes Kadara Port. She accepts.

Sloane Lives Scenario

Watch the lower-right corner of the screen during the duel pacing. Execute the command prompt as soon as it appears if you want to save Sloane by tackling her to the ground as a sniper tries to kill her with a cheap shot. She gathers herself and shoots the gun from Reyes' hand. He runs off while the sniper covers him.



When you run out to the ledge after him, a dropship arrives and quickly sweeps him up. During this sequence, watch the lower-right screen again for another button prompt. To shoot Reyes, hit the button with time remaining on the gauge. Unfortunately, you just clip him. A shield envelops Reyes, and the dropship rescue is successful; if you choose not to shoot, you tell Sloane it's because he was unarmed. Either way, Reyes escapes, but Sloane is convinced of your loyalty.

Sloane Dies Scenario

During the duel between Reyes and Sloane, the command prompt to save Sloane appears in the lower-right corner of the screen. Don't push the button. The sniper takes her out. Reyes now leads Kadara Port.

SPEAK TO REYES AT TARTARUS

KRORRR SLUMS

TARTARUS

If Sloane is killed, then you meet Reyes **(6)** at his office on the second floor of Tartarus (slums bar). Now that he's in charge, Reyes of course allows you to build an Initiative outpost on Kadara for helping him with Sloane.

SPEAK TO SLOANE

KRORRR PORT

OUTCAST HEADQUARTERS

If you saved Sloane, then you meet her **(1)** at Outcast Headquarters in Kadara Port. After she grants you rights to put an Initiative outpost on Kadara, the mission ends and you earn a fair amount of AVP and +5% Kadara Viability.

Secondary Ops
Intercepted

Mission Type: Heleus Assignment: Voeld

Prerequisite: Mission 3

Start Location: Voeld

Unlocking: Use one of the three requisition terminals in the Resistance base.

USE THE REQUISITION TERMINAL

VOELD: RESISTANCE BASE

Examine the **datapad** located at any one of three consoles in the main operations area of the Resistance base **(1)(2)(3)** to begin this mission. The datapads contain reports of medical supplies failing to reach their destinations.

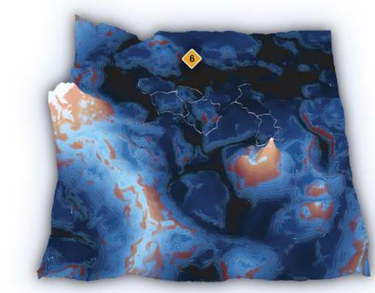
SPEAK TO OLISK

Olisk **(4)** stands near the stairs where you find Anjik Do Xeel in the operations area of the Resistance base. Speak to Olisk. After reading up on the problem with supplies, you ask if Olisk is the requisitions officer. He denies any problems at first. You can press him by saying, "Why are you lying?" or "Not from what I hear." He then lets you in on the secret and wants it kept hush-hush so morale doesn't drop. He eventually gives you the navpoint for the drop location so you can quietly investigate.

USE THE REQUISITION TERMINAL

Head to the requisition terminal **(5)** directly behind Olisk to get the navpoint for the supply drop.

REACH THE DROP POINT



VOELD

Descend the mountain in the Nomad, leaving the Resistance base, to come within proximity of the navpoint Olisk sent you. Make the first possible left and check out the navpoint **(6)**. You come across a supply drop guarded by Roekaar.

DEFEAT THE ROEKAAR

You confront a Roekaar Sharpshooter and a couple of Raiders. It's a small group, and your team makes quick work of them.

SEARCH THE DROP POINT

The **datapad** is in the middle of the camp on the edge of a small crate. Examine it and earn AVP by completing this quick mission.

MASS EFFECT ANDROMEDA

Secondary Ops

Investigate the Remnant Derelict

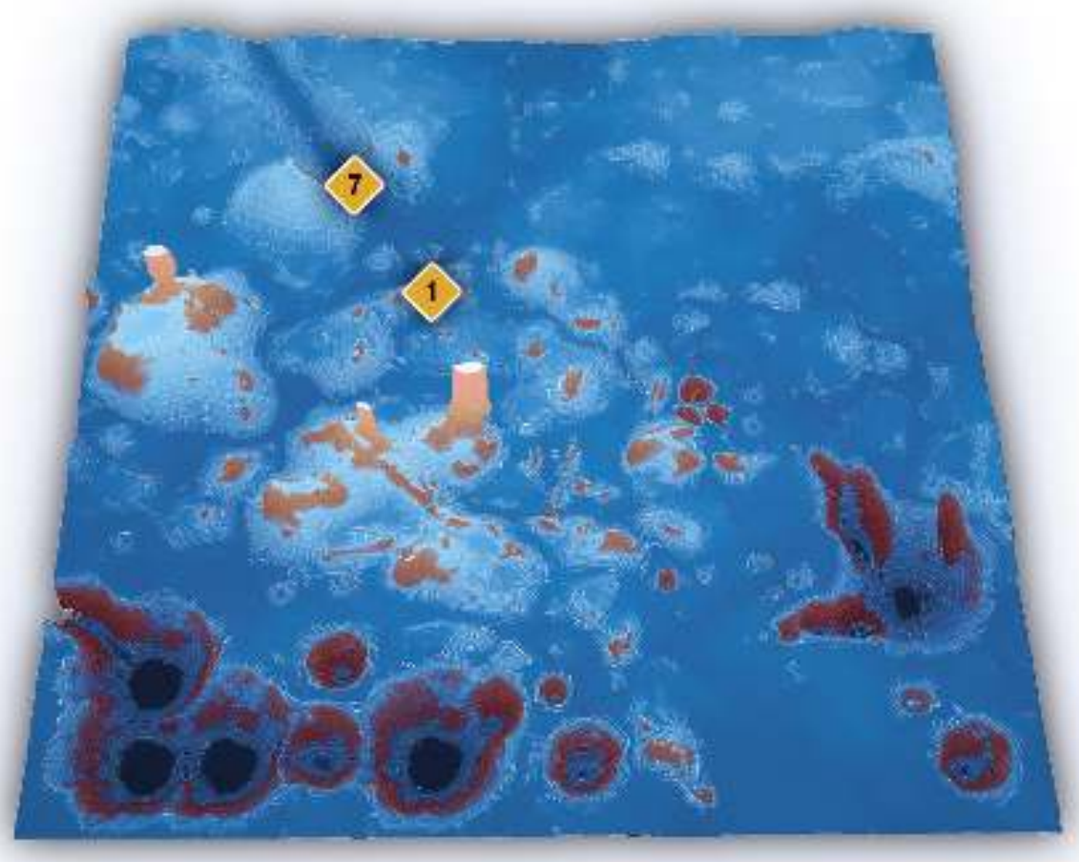
Mission Type: Heleus Assignment: Elaaden

Prerequisite: Complete "Parlay with the Krogan"

Start Location: Elaaden

Unlocking: Approach the derelict Remnant ship.

GO TO THE DERELICT REMNANT SHIP



ELAADEN: HELL'S PROMISE

To keep Morda from potentially building a bomb, you must retrieve the drive core located inside the heart of the Remnant derelict. The Initiative needs to get it before Morda's people do. Head to the Remnant derelict ship **(1)** in Hell's Promise.

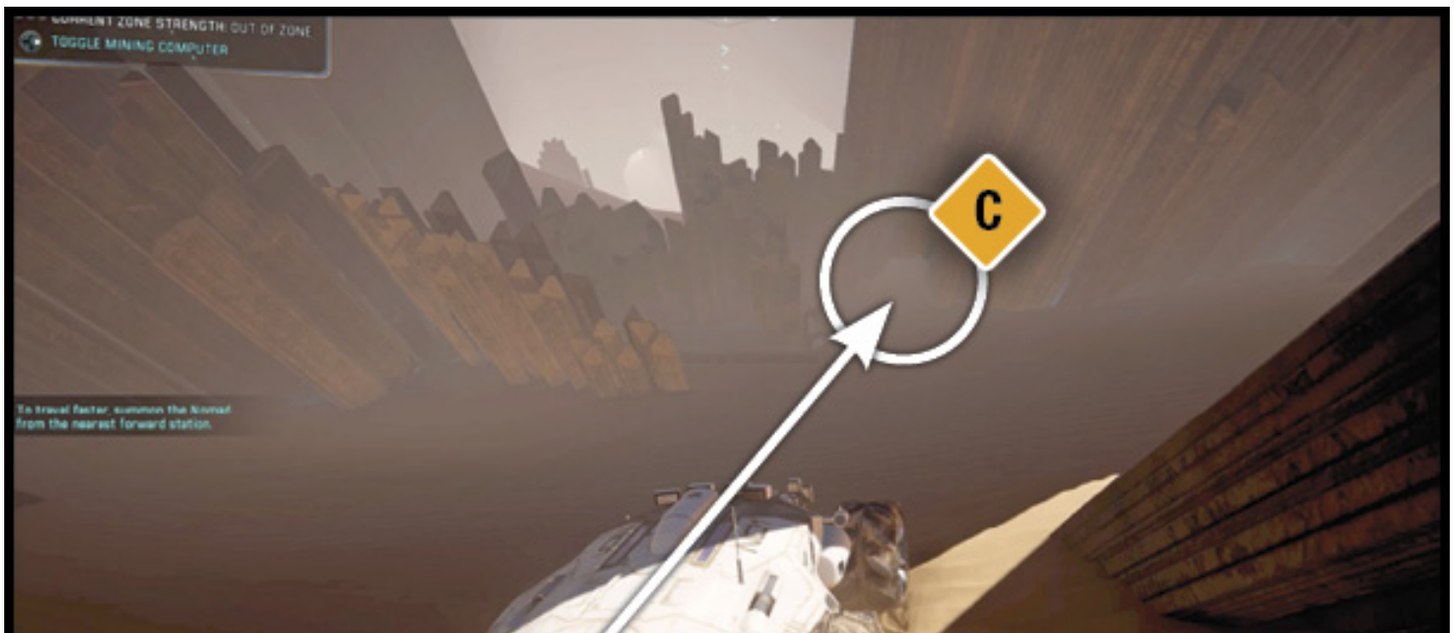
LOCATE THE ENTRANCE

Deploy the nearby Hell's Promise Forward Station and then approach the south entrance of the ship, which is in a low trenched pathway between large sand dunes. Drive the Nomad into the tunnel, and don't stop until you reach the interior where the Scourge energy pockets **(2)** begin. Turrets behind them stop you from safely taking the Nomad any farther.

SUPER SNEAKY

Finding the derelict entrance the conventional way requires you to fight through multiple turrets. No matter what pathway you take, you eventually face turrets…unless you use the secret back door. Once you're facing the Scourge and turrets, re-enter the Nomad, exit the tunnel **(A)** the way you came in, and drive around the derelict ship until you encounter a wide path **(B)** between ship sections. Large, slanted Remnant pillars stop you from platform-jumping over the wall, but there's a hole **(C)** big enough to drive the Nomad through. Once you're in, drive along the ceiling area above the Remnant console. Drop through a crack **(D)** in the ceiling, and then you only need to deal with the Remnant constructs and Raiders before working on the Remnant puzzle.

If you don't mind battling a few turrets (not all of them), the best way through the battlefield is to enter one of the side trenches at one of two points **(3)(4)**, destroy a turret, and fight some Raiders and another turret at the end of the trench. Both paths meet on the other side of the turret field, where you find an access point **(6)** that leads to the real entrance of the derelict ship.



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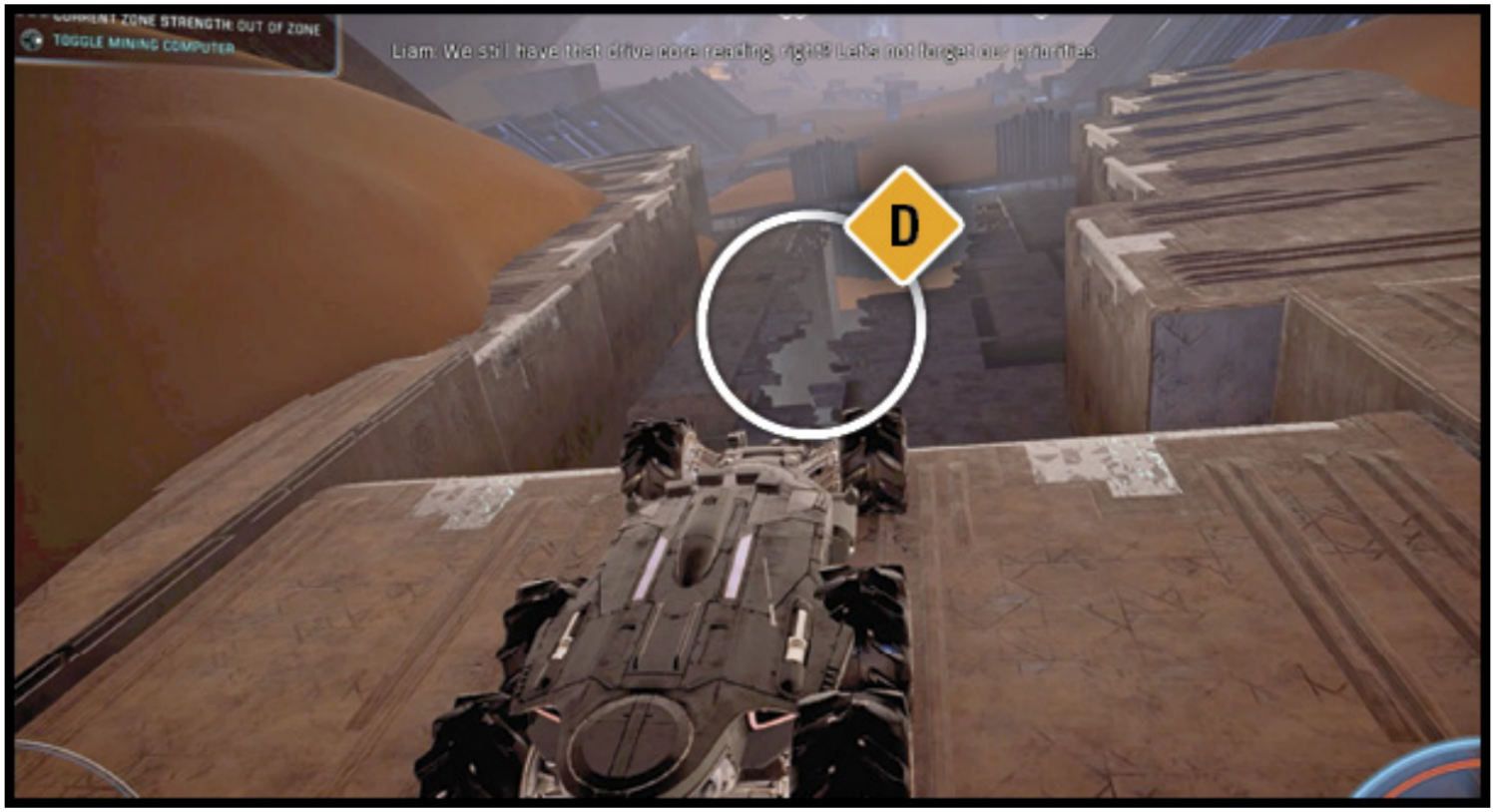

TOGGLE MINING COMPUTER
D

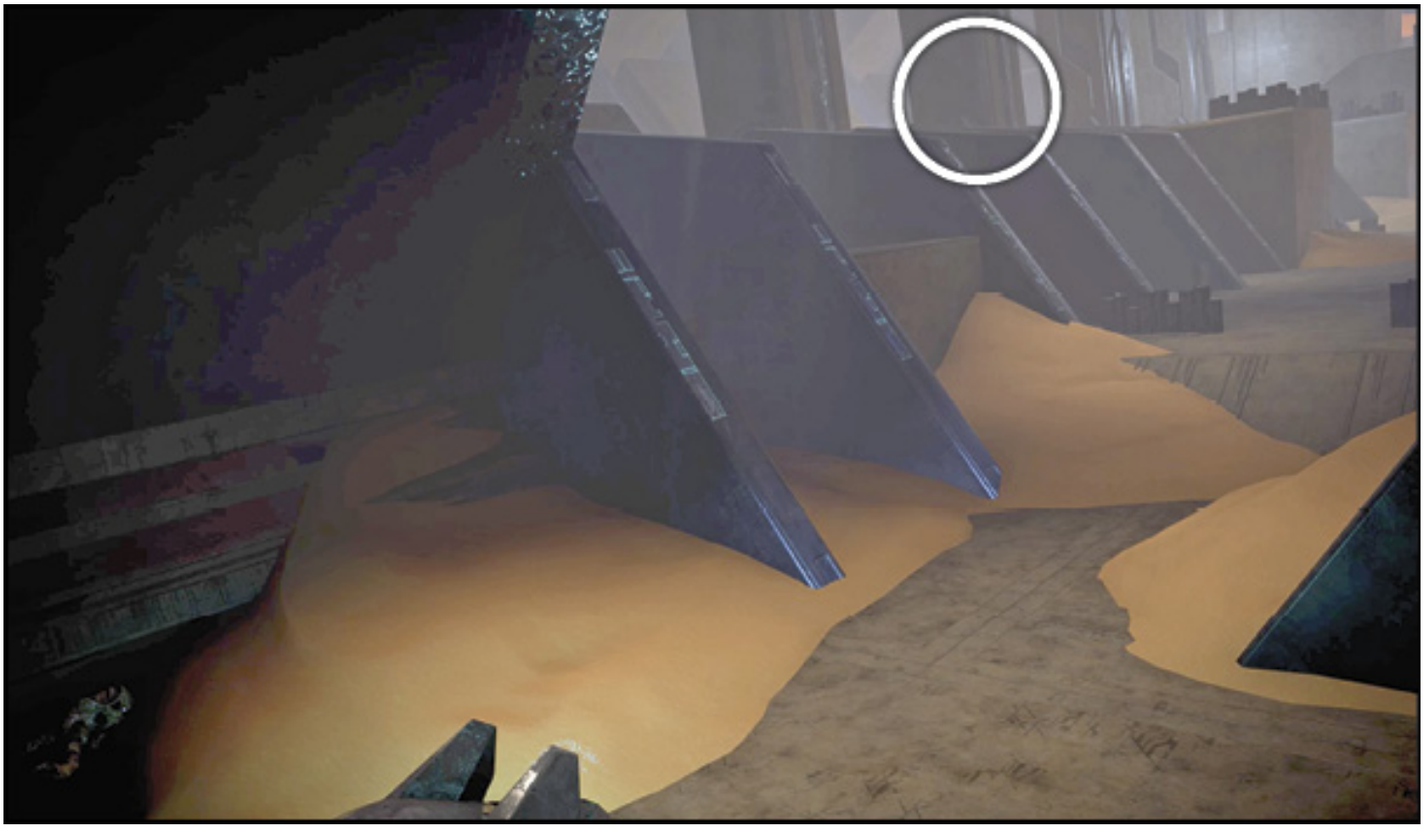
A
B

If you take this route, explore the chamber **(5)** in the middle of the side pathways that lead underneath the field of turrets. You find more enemies inside, but you also find three containers of loot.

In the next chamber, you battle Raiders, Assemblers, and Observers. Once the area is clear, scan the Remnant console and the mining drill behind it. You need to find one glyph for the Remnant puzzle.

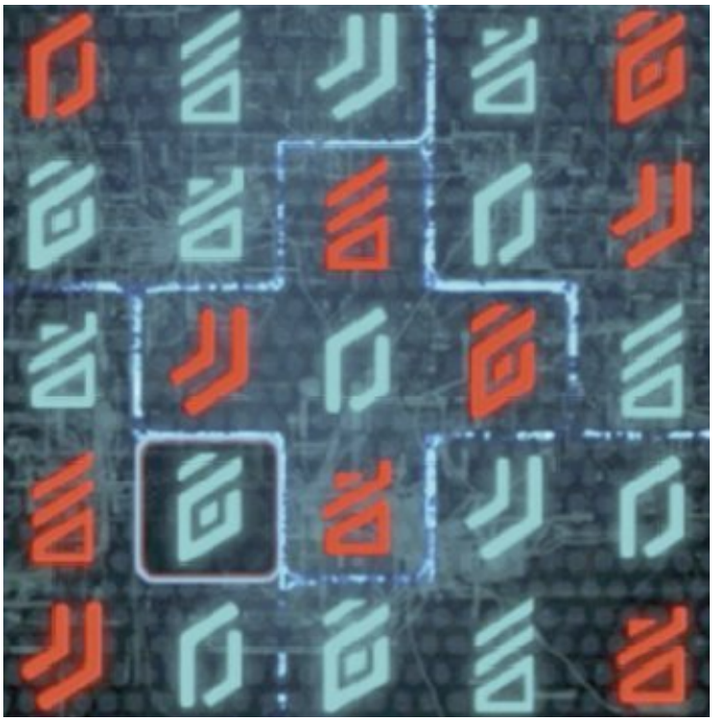
LOCATE THE REMNANT GLYPH

With your back to the Remnant console, facing the way you entered the room, you can find the glyph on the second column on your left. Your scanner detects a conduit running from the console to the correct column. Scan the **Entropy Glyph** (the only one you need) and return to the console.



LOCATE THE REMNANT GLYPH

Interface with the Remnant console and solve the Remnant Decryption Puzzle using the solution here.



ENTER THE DERELICT REMNANT SHIP

Go through the vault-like door near the console and into the ship. You can get through the ship with very little fuss. Run past any Remnant inside since they're reluctant to attack until you get close or attack them first.

LOCATE THE DERELICT SHIP'S DRIVE CORE

The path through the ship is linear. You reach one Remnant console that activates a Remnant flash-forged bridge (motion-responsive plating). Head through an unlocked door to reach another console and flash-forged bridge. The trickiest part is jumping across the Remnant pillars when the bridge fails halfway across a chasm.

Just beyond the pillar jump challenge is another Remnant console. Activate it to open the drive core door, only to discover the drive core is gone. Someone else got to it first. You deduce there must be another way into the ship.

FIND AN ALTERNATE EXIT FROM THE DERELICT SHIP

Take a left off the drive core door console platform and head down a hallway toward red flares on the floor. Use the very small doorway there to enter a narrow passageway that leads to more Observers and the way out of the ship.

MASS EFFECT ANDROMEDA

Secondary Ops

Jaal Ama Darav: Angaran Affection

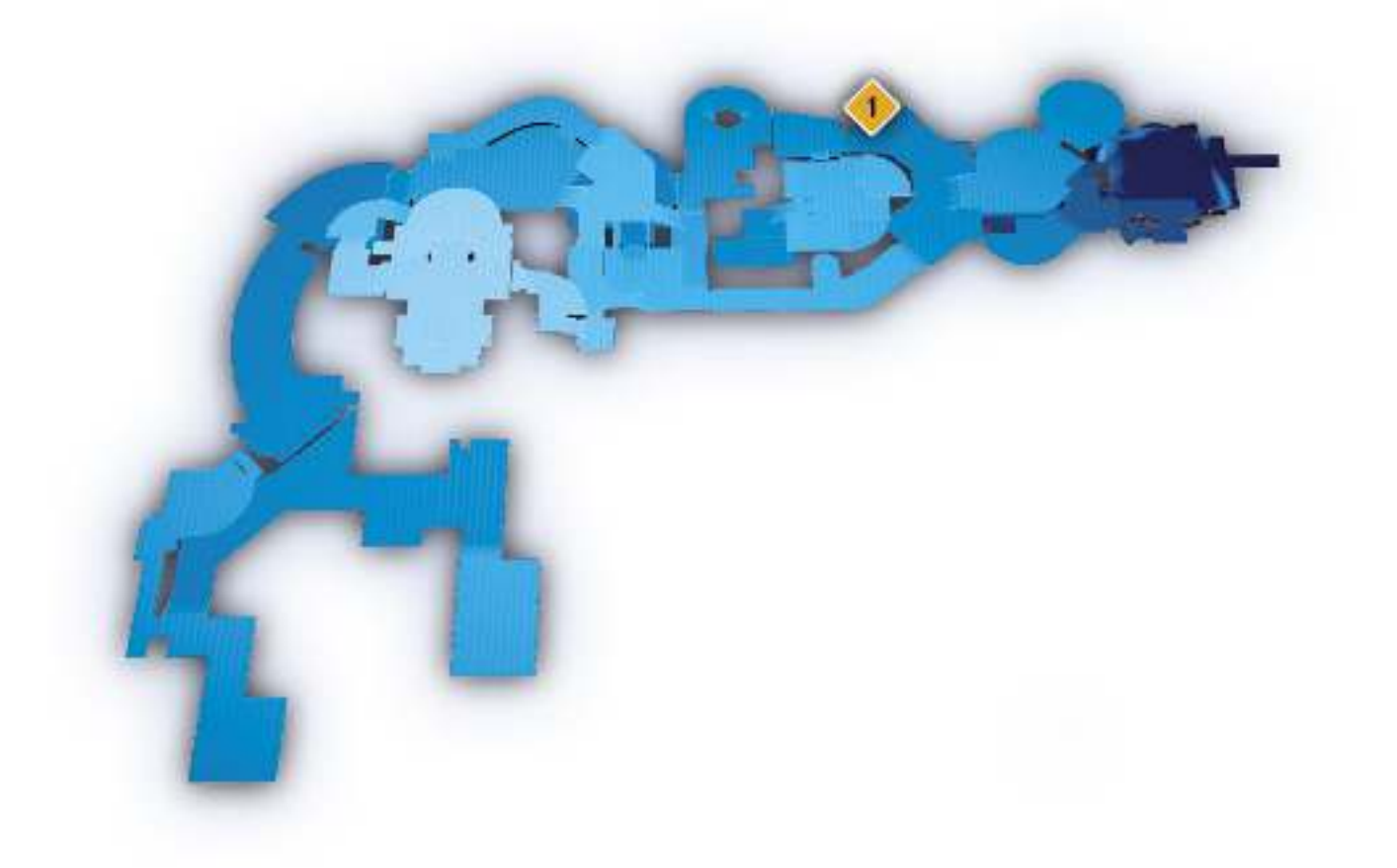
Mission Type: Allies and Relationships

Prerequisite: Complete Jaal's Loyalty Mission: "Jaal Ama Darav: Flesh and Blood"

Start Location: Aya: Resistance Headquarters

Unlocking: Talk to Jaal

MEET JAAL AT RESISTANCE HQ ON AYA



AYA: RESISTANCE HEADQUARTERS

Jaal has asked Ryder to meet him on Aya. The next time you're on the planet, find Jaal **(1)** on the sidewalk near Resistance Headquarters. However, you can only share this moment with Jaal if you've been flirting with him and finished his Loyalty Quest, Flesh and Blood.

MASS EFFECT ANDROMEDA

Secondary Ops

Jaal Ama Darav: Friend or Foe?

Mission Type: Allies and Relationships

Prerequisite: Mission 3, complete either "Helping Havarl's Scientists" or "Stage a Rescue" on Voeld

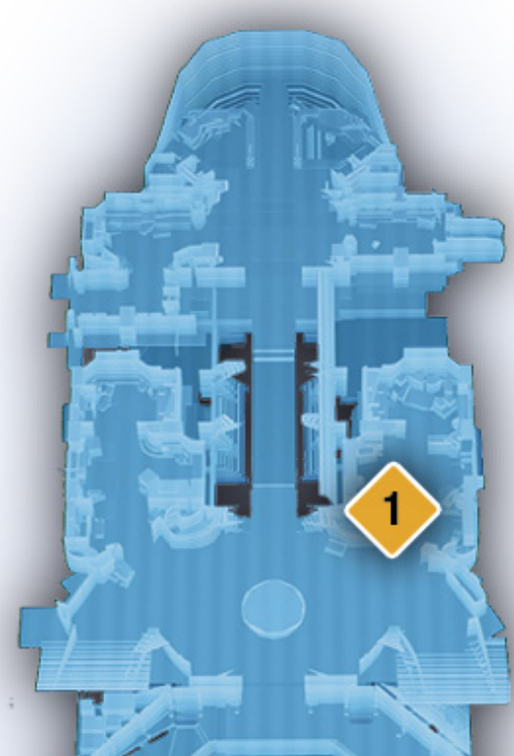
Start Location: Tempest: Tech Lab

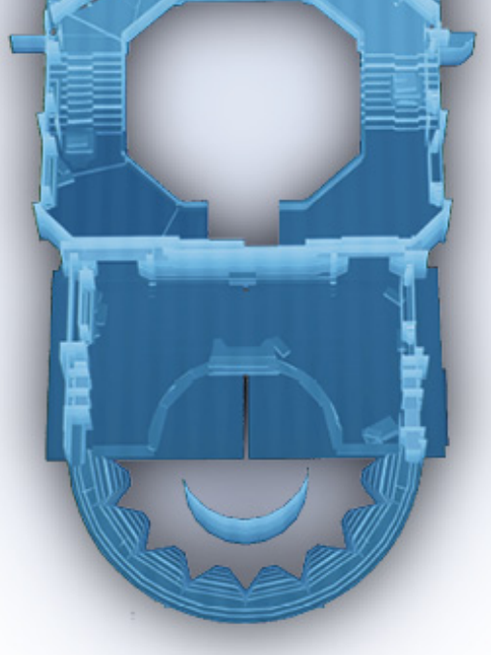
Unlocking: Talk to Jaal on the Tempest.

JAAL'S B-STORY

This is Jaal's B-Story Quests that leads to his Loyalty Mission, Flesh and Blood. You must first complete an Evfra trust quest (Helping Havarl's Scientists or Stage a Rescue) to unlock this quest.

SPEAK TO JAAL ON THE TEMPEST





TEMPEST

While gaining Evfra's trust, you garnered the attention of the Roekaar, a cell of angaran fighters who hate all aliens. Jaal **(1)** has information about the Roekaar's leader, Akksul. Travel to Havarl to investigate.

FIND THALDYR ON HAVARL

Head north from the landing zone to find Thaldyr's home **(2)** in a narrow passage in the city walls. You face Remnant along the way—give them a nice warm Initiative welcome.

DEFEAT THE KETT

When you reach the area around Thaldyr's home, you likely run into some low-level kett opposition.

ENTER THALDYR'S HOME

Enter the home at the navpoint and scan the **angaran integrated** tech **node** and crate. Find a **container** of goodies on the right side of the room.

SPEAK TO THALDYR

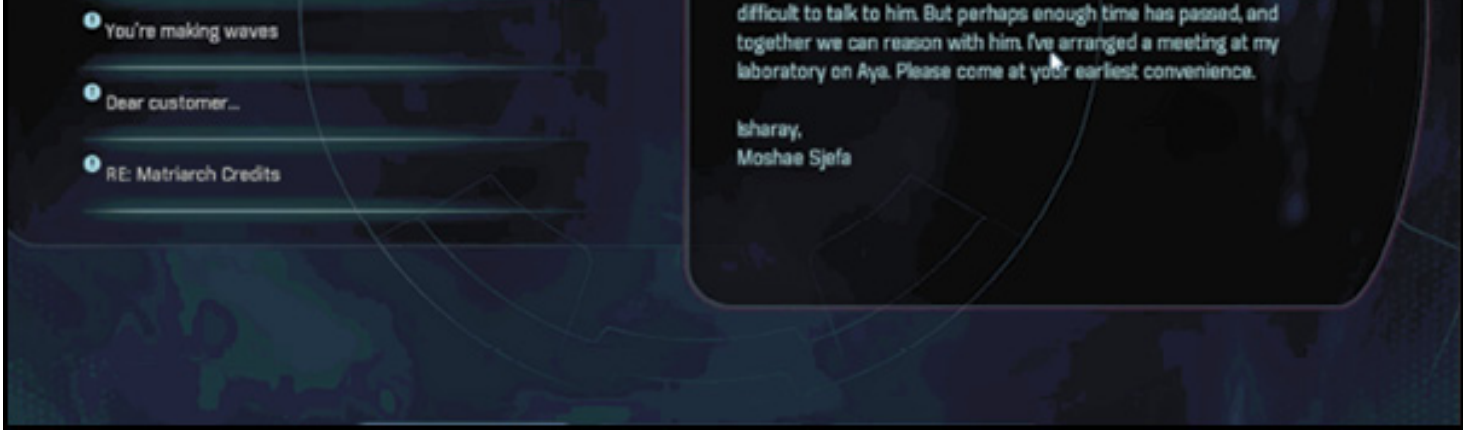
You find Jaal's sister, Thaldyr, lying in a bed in the back of the room. Speak to her. She's injured. Jaal notices the wounds are self-inflicted. She says that Akksul saved her, gave her a chance to live…and die on her own terms. She dies before your eyes. The only other person who can reach Akksul is the Moshae.

At this point, this mission goes on hold while you wait for Jaal to set up a meeting with the Moshae. You earn AVP. This mission continues after the Roekaar's failed attack on Prodromos. Jaal then receives an email from Akksul.

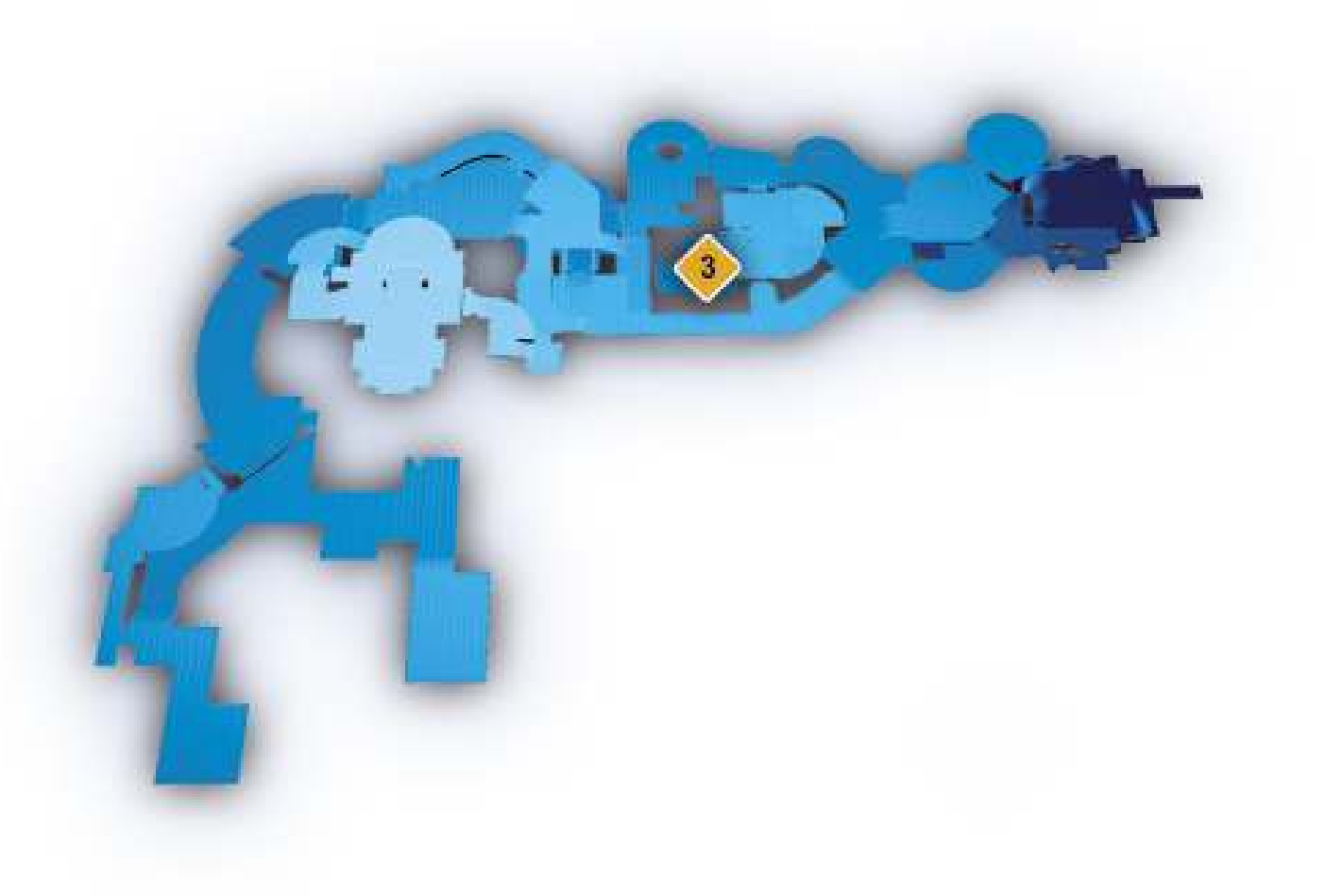
READ EMAIL FROM AKKSUL

NEXUS

After the failed Roekaar attack on Prodromos (your outpost on Eos), read the email titled "Meeting with Akksul," a message from Moshae Sjefa. The Moshae has arranged a meeting with you and Akksul in her laboratory on Aya.



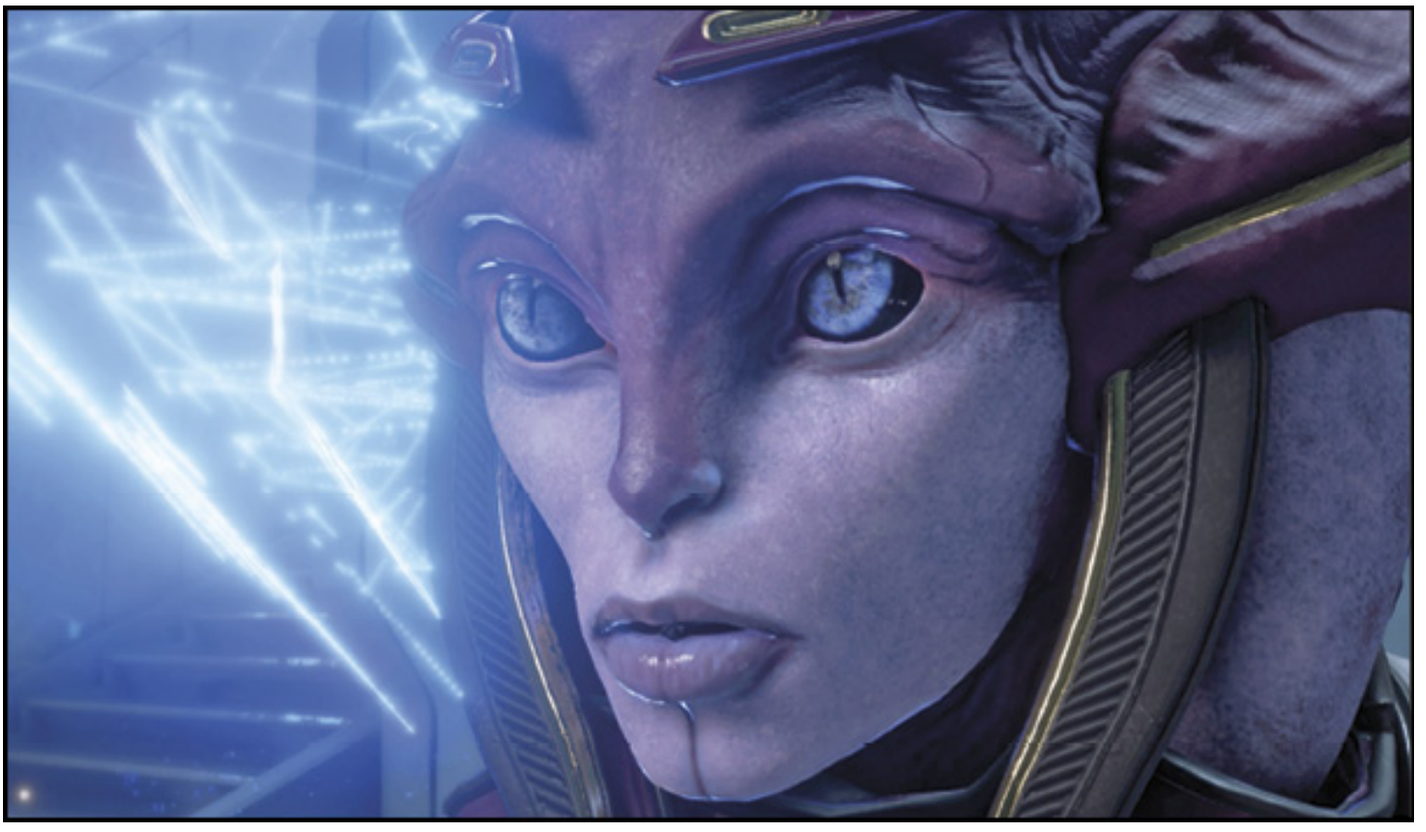
SPEAK TO THE MOSHAE ON AYA



AYA

On Aya, head to the Repository of History **(3)**. You walk in during a conversation between Akksul and the Moshae. The Moshae explains that you saved her from the kett. Akksul mentions the Sloane Kelly incident, which you can comment on: "I'm different" or "Kadara is a bad example." Either way, the outcome is the same. He asks if that's why the krogan left, he compares you to the kett, and then he leaves the room in a huff and warns the Moshae not to believe you. He'll have to warm up to you a bit.

The Moshae still asks you to help Akksul before you leave. SAM interrupts on comms to tell you there's an emergency recording from Eos. Suvi asks you to come to the meeting room on the Tempest as soon as you can.



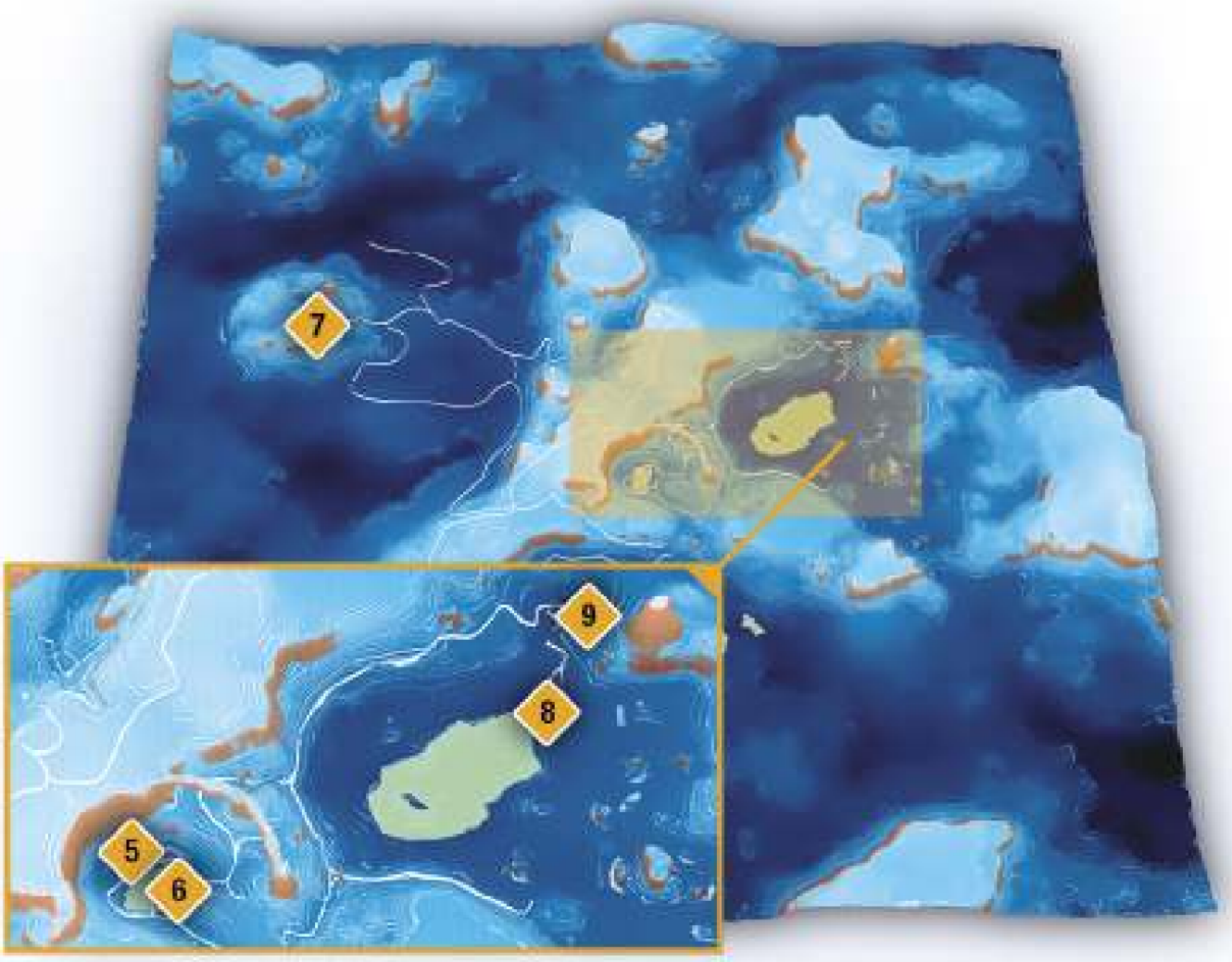
ACCESS THE VIDCON ON THE TEMPEST

TEMPEST: MEETING ROOM

Use the Vidcon interface **(4)** in the Tempest meeting room to access Suvi's "Distress Call" that she's forwarded to you. On the recording, August Bradley reports in from the Initiative Prodromos outpost on Eos, calling the Tempest specifically for assistance with hostiles. He asks for the Pathfinder, then ends the message.

Ask for more info, or be ready to go. Suvi reports that the orbital buoy isn't showing any major traffic. She thinks Bradley's forces have initiated a brown-out to make themselves less of a target. You tell her to keep the navpoint fresh and that you'll be on the bridge soon.

TRAVEL TO PRODROMOS



EOS: PRODROMOS

You land directly in Prodromos **(5)**—no more Site 1 landings now that you have an outpost.

SPEAK TO BRADLEY

Head through Prodromos on foot to the other side of the lake from the landing zone. Here you find Bradley **(6)** standing outside near the southernmost facility.

Ask him for answers. Bradley says his forces have staved off small raids but this one is different. He needs your help with the hostiles and tells you to head to Blackrock Tande. He transmits the navpoint for the signal.

INVESTIGATE BLACKROCK TANDE

Check the navpoint on the map. Blackrock Tande **(7)** is past the kett base in the far northwest. Use a forward station for fast travel.

DEFEAT THE ROEKAAR

When you reach the location marked by the navpoint, you end up in a battle with Roekaar around a Remnant site. Defeat them and loot.

INVESTIGATE THE ROEKAAR CAMP

After the battle, use the large console under the Remnant pillars. You tell SAM that this thing can call in dropships to precise locations. SAM figures the scout will drop a beacon in the middle of Prodromos, letting Akksul know exactly where to strike. You're left with a choice: give the Roekaar the outpost, or set a decoy at the old sites. Of course, you try to save Prodromos.

Bradley tells you the comms array at Site 2 is still intact. You can broadcast from there.

GO TO SITE 2: RESILIENCE

Use a forward station to quickly reach Site 2: Resilience **(8)**. You meet this objective as soon as you enter the Site 2 property.

DEPLOY THE BEACON

Get to the top of the research station, following the navpoint to the communications array. Upload the Roekaar signal.

DEFEAT THE ROEKAAR

Look toward the pond for a dropship that delivers a squad of Roekaar Raiders, Sharpshooters, and Saboteurs. It's quite a fun battle. You face upwards of twenty **enemies** before all's said and done.

GO TO SITE 1: PROMISE

Get in the **Nomad** and head north to Site 1 **(9)**. Once you're there, the Roekaar attack!

DEFEAT THE ROEKAAR

Defeat the Roekaar and look for their Hydra. This battle is double the trouble of the last one. The Roekaar try to coax you out into the open. Use long-range attacks until their numbers dwindle.

Complete the battle to earn a good amount of AVP and **Eos Viability** +5%. The mission continues.

RETURN TO BRADLEY IN PRODROMOS

Head back to Bradley **(6)** in Prodromos. He's in the same place where you left him. Not much of an adventurer, that one. Drive or fast travel there. Report to Bradley that the Roekaar attack is over. He thanks you. Give him a pat on the back through the rest of the conversation. You earn another solid chunk of AVP and another +5% Eos Viability.

CHECK YOUR EMAIL

TEMPEST

After the Roekaar's failed attack on Prodromos, Jaal receives a message from Akksul.

PLAY AKKSUL'S MESSAGE IN THE MEETING ROOM

Enter the meeting room and use the Vidcon **(4)**. It turns into a conference call between you, Jaal, and Akksul. Akksul tears into Jaal for associating with "the human" (you). You can snap back at Akksul, or you can apologize for bringing him into this. Akksul is planning to do something reckless to lash out.

MISSION ON HOLD

The mission goes on hold until Akksul makes his next move. However, this is the end of “Friend or Foe?”; the adventure continues in the mission “Jaal Ama Darav: Flesh and Blood.”

MASS EFFECT ANDROMEDA

Secondary Ops

Jaal Ama Darav: Runs in the Family

Mission Type: Allies and Relationships

Prerequisite: Complete Jaal's Loyalty Mission, "Flesh and Blood"

Start Location: Tempest

Unlocking: Read email from Jaal.

READ JAAL'S EMAIL

TEMPEST

After gaining Jaal's loyalty, and if you're on good terms with him, you receive an email titled "Meet My True Mother" when you return to the Tempest. Jaal has asked you to accompany him to Havarl to meet his mother.

Meet My True Mother
Concerned about Drack
Inspiration
Come meet Jill
One more try...
You okay?
Meet My True Mother
To: Ryder
From: Jaal
Ryder,
I've been telling my family about you and my time on the Tempest. I'd love for you to meet them and see where I grew up.
My true mother, Sahuna, is especially interested in meeting you. Next time we're on Havarl, let's stop by.
Jaal

ACCOMPANY JAAL TO HAVARL

HAVARL

PELAAV

From the landing zone **(1)**, head to the nearby forward station **(2)** at the Pelaav Research Station, then get to the top of the shuttle platform. Interact with the angaran shuttle parked there.

Sahuna Ama Darav comes running to greet you and Jaal—especially Jaal. He introduces her to you as his true mother. You can hug her if you follow the command prompt in the lower right of the screen fast enough. She talks Jaal up as if you're going to marry him. He then leads you into a room full of family members.

He takes you to his room and shows you a kett weapon he took apart when he was seven. And he saves the best for last, turning on his celestial map projector and filling the room with holographic solar systems.

MASS EFFECT ANDROMEDA

Secondary Ops

Jaal Ama Darav: Flesh and Blood

Mission Type: Allies and Relationships

Prerequisite: Complete "Jaal Ama Darav: Friend or Foe?"

Start Location: Tempest

Unlocking: Read email from Jaal.

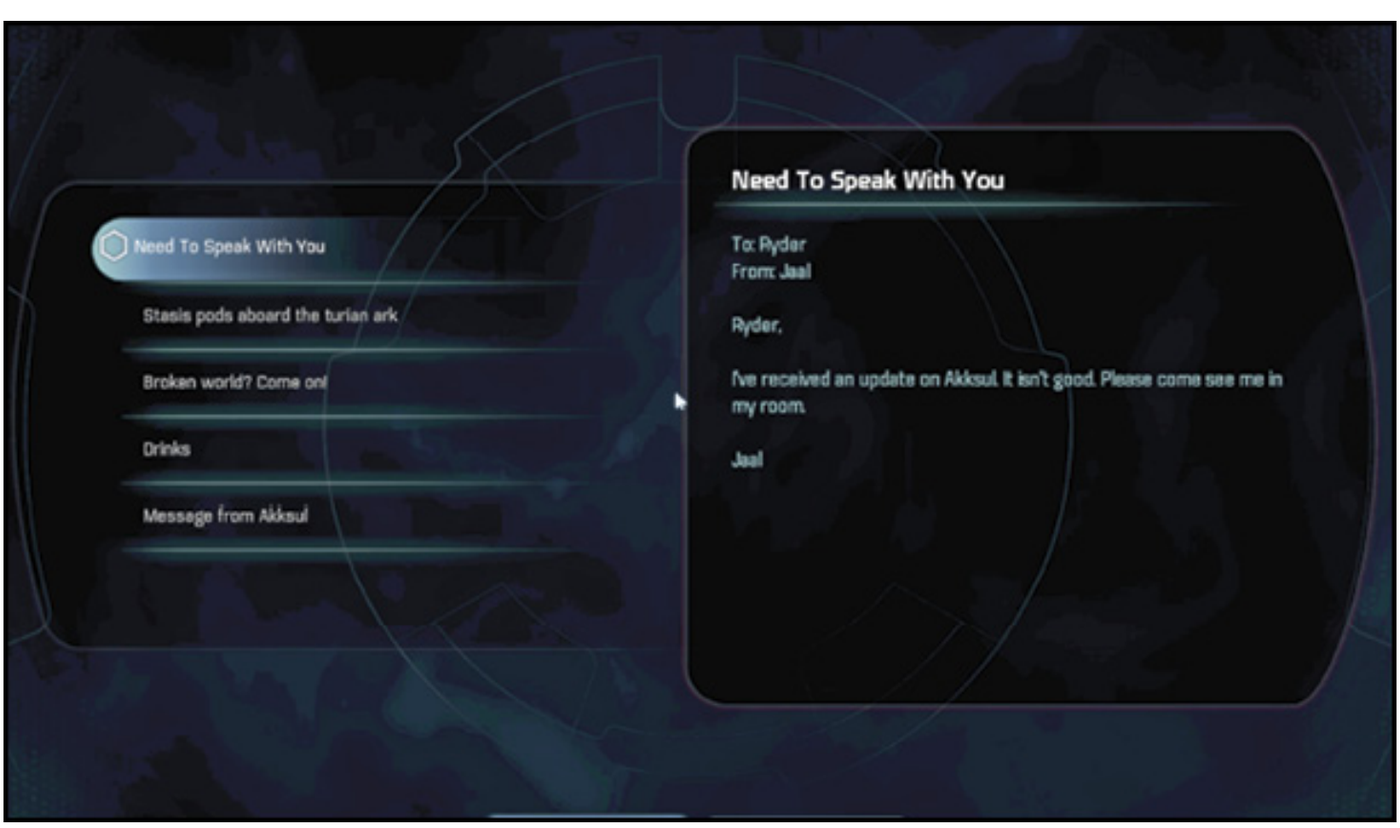
FLESH AND BLOOD

"Flesh and Blood" is Jaal's Loyalty Mission. Jaal earns Rank 6 skills when you complete this quest.

READ JAAL'S EMAIL

TEMPEST: DECK 2

When you receive the email from Jaal titled "Need to Speak With You," read it to get this quest going again. Jaal says he's received an update on Akksul. It doesn't look good. He wants you to come see him **(1)** in his room.



SPEAK TO JAAL ON THE TEMPEST

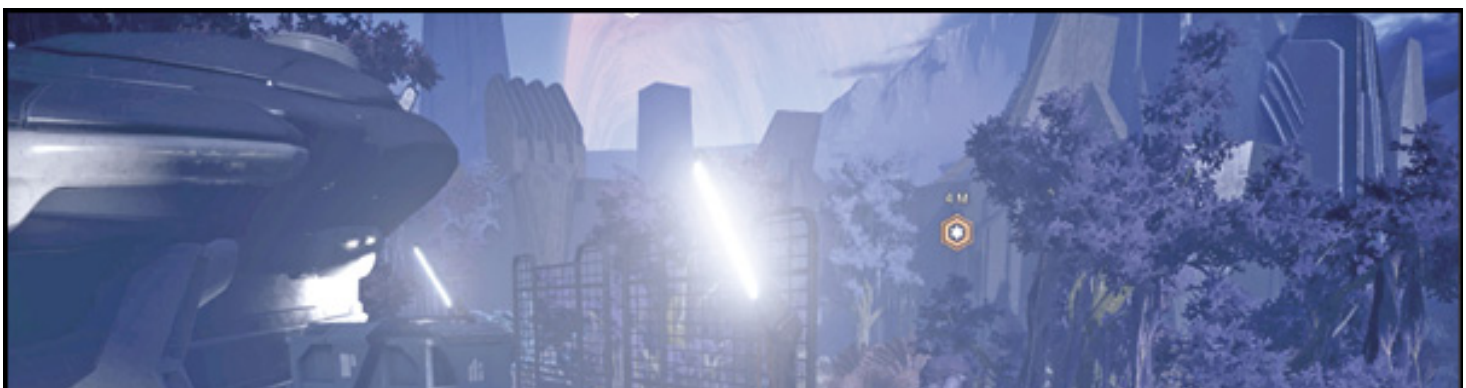
Head to Jaal's tech lab **(1)**. You catch Jaal in an awkward and emotional moment. He's struggling over Akksul and how Akksul has poisoned his followers with his hatred of aliens. At the end of the conversation, agree to help Jaal save his home world from Akksul's corruption.

MEET JAAL'S RESISTANCE CONTACT ON HAVARL

HAVARL

From Havarl's landing zone **(2)**, head northeast to the nearest forward station **(3)**, right there at the science facility. Talk to Ayka on the landing-pad platform.

Jaal asks Ayka if there's any word on Teviint (his other sister) and the others. She tells you Akksul's assumed control. Tell her you need a way in, not to fight the entire Roekaar army but just to run in and grab Jaal's family. She agrees to do a shuttle drop nearby, but that's the best she can offer.



BOARD THE SHUTTLE

Head toward the shuttle on the same platform, then to the navpoint, and tell the shuttle pilot you're ready to go. Select your gear and your team for the operation.

ENTER THE CLEARING

THE FORGE

Check the new map when control returns from the loadout trip. You begin **(4)** in the northeast corner of the Forge. Traverse the narrow passage ahead and push into the clearing and a navpoint **(5)** ahead and to the right. Look for signs of Jaal's family.

SEARCH FOR SIGNS OF JAAL'S FAMILY

Check the houses **(6)** on your left for loot. There's an **audio log** from the archaeologist in the second building on the left. People have been won over by Akksul's propaganda machine. Press into the next group of huts to the west **(7)**. In the third house on the left, you find signs of a struggle. An **angaran relic** is scannable and shattered on the floor.

In a house across the pathway, you find another **audio log(9)** from the same archaeologist. He talks about how Sheva calls Akksul out for the radical he is. Scan the blood splatter on the floor and the unknown plant in the nook before you leave.

Head for the navpoint **(9)**, which leads you to a door to another home.

DEFEAT THE ROEKAAR

Enter the home **(9)** to find a couple of Roekaar Raiders on the other side of the door. Defeat them. Find the note on a table to the left as you follow the navpoint to the back door. The note is to Akksul, relating that all civilians have been accounted for. Head out the back door and into a new clearing **(10)**.

You've caught up to the killers! Defeat the Roekaar Raiders ransacking the town. Raiders are everywhere. The stage is pretty large, so use the terrain to your advantage. Get to higher ground (the top of the waterfall area) and watch the radar to find your next victim. A dropship refreshes the battle with more Raiders and a Sharpshooter. Head to the navpoint on the higher waterfall plateau area, at the end of a narrow passage **(11)**.

RETURN POWER TO THE DOOR

Use your scanner at the door to trace the yellow conduit underground to a nook around the corner with a generator.

SCAN THE GENERATOR

Scan and then activate the generator to send power to the door **(11)**. Use this doorway now.

CROSS THE RAVINE

Head through the back of the house and open the door to a new part of the Forge. You're outdoors again, on a large ledge, and you see beautiful sunlight shining through the finely crafted angaran bridge in the distance. This is what you use to cross the ravine. Head through the navpoint **(12)**.

The sound of explosions on the bridge reaches you before you get there. The bridge goes down. Drop off the end of the broken bridge and down to the ledge below to reach the navpoint. Then leap from the edge of the ravine to the next plateau over **(13)**.

CLIMB PAST THE ROEKAAR

Once on the other side, you're tasked with climbing past the Roekaar. Follow the navpoint up the pathway **(14)** and defeat the Roekaar infesting this area, including the Saboteur and all the Raiders. Scan the ruins for Research Data and then climb into the cave to continue following the navpoint **(15)**. Alternatively, you can sprint from navpoint to navpoint to escape this ledge battle. Inside the cave, work your way to the back and jump up onto a higher ledge to get to the navpoint.

FIND THE BOMBS

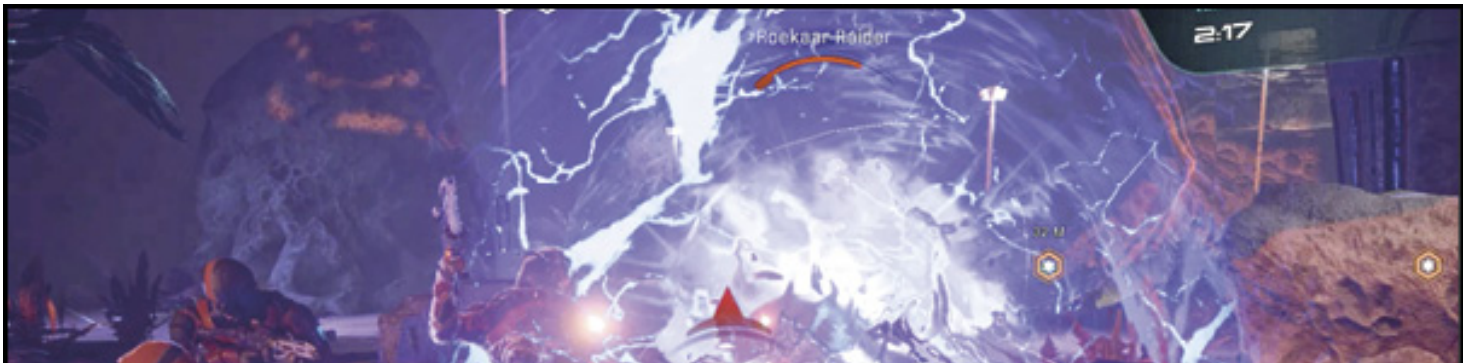
Jaal meets his family holed up in the cave. Introduce yourself and explain that the humans want to work with them against the kett. At first they don't like the idea, but Akksul is preparing to blow the place up and there's no time to argue. You have to get out.

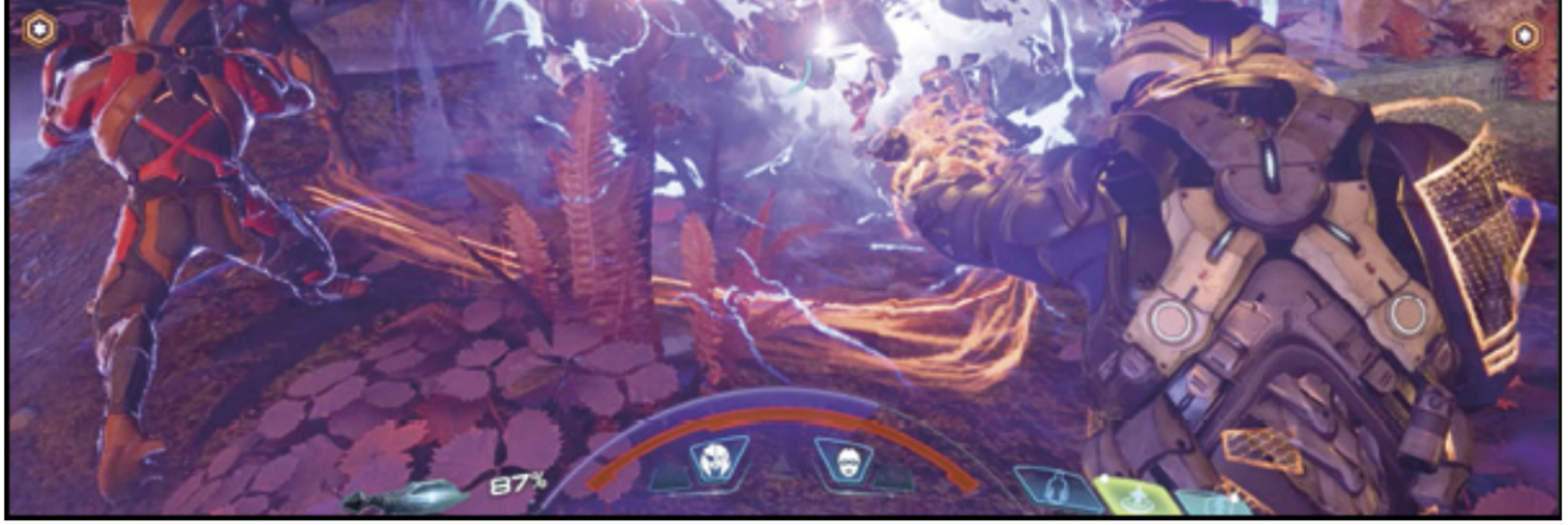
Run through the cave **(16)**, chasing the navpoint down a narrow passage that reveals a large cavern **(17)** with a great view of the angaran scenery through a gap in the side. The next navpoint **(18)** appears in the middle of the cavern on an elaborate platform. Kill the Roekaar Raiders below.

DISARM FOUR BOMBS BEFORE DETONATION

ELIMINATE THE ROEKAAR

You have three minutes to disarm all four bombs: **(18)** on the platform in the middle of the chamber, **(19)** on the short wall on the right side, **(20)** on a short wall on the north side, and **(21)** in a ditch on the left side. All the while, you must hold off attacking Adhi. The Roekaar can be eliminated on the way to the bombs or after they're all disarmed (enemies aren't part of the timed objective).





REUNITE JAAL'S FAMILY

Once you've killed the last Raider after defusing the last bomb, you meet up with Jaal's family in a cutscene reunion. Akksul enters the get-together. You can choose to stand up to him during the conversation options.

Jaal stops you before you gun Akksul down. Akksul, in turn, draws on Jaal. Watch the lower-right corner of the screen to

Secondary Ops

Kett's Bane

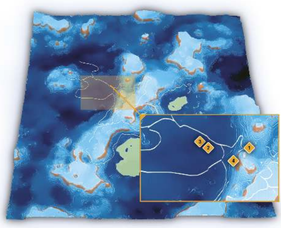
Mission Type: Heleus Assignment: Eos

Prerequisite: Approach the kett facility to receive a radio transmission from the contact (check to see if Prodromos has to be up before this unlocks)

Start Location: Eos

Unlocking: Approach the kett facility to receive a message from Bain.

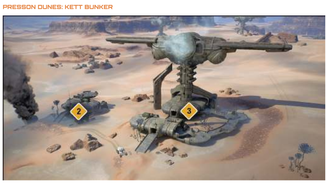
MEET THE CONTACT



EOS

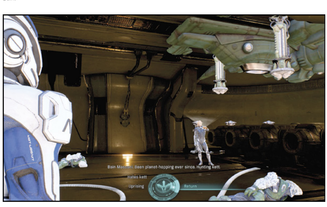
Safely approach the kett base **(1)** on Eos to receive radio contact from a man named Bain Massani. The message often triggers when you're driving along the narrow mountainside roads reached from the direction of the nearby forward station. The voice over the radio (which is identified on-screen as Bain Massani) mentions that the duck has wandered far from the flock—you being the duck. When you ask who's speaking, he places a navpoint **(2)** on the map and invites you to come see him. Visit Bain to learn how to weaken the kett base enough for easier entry.

PRESSON DUNES: KETT BUNKER



Follow the Presson Dunes navpoint **(2)** to a kett bunker near a large outpost. A burning shuttle is billowing thick black smoke next to the bunker; you can see it for miles.

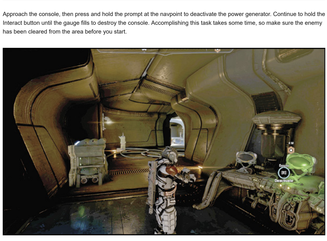
A conversation strikes up between you and Bain the moment you enter the bunker through the front door. He audaciously introduces himself as a kett hunter, which sets the mood for the conversation. Pick his brain, and he offers you a job that will weaken the main kett base—the crown jewel, as he puts it. He gives you two kett target-location navpoints: a power generator and a barracks. There are a few other kett buildings around the area, but hitting these two fulfills your duty to Bain.



DESTROY THE POWER GENERATOR

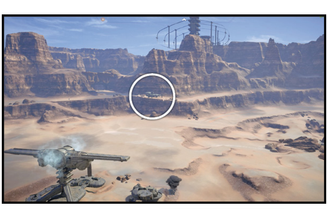
The power generator **(3)** in the kett facility is just next door to Bain's bunker. Approach cautiously, beginning with long-range attacks (sniping if possible). You face many Chosen and a couple Anointed. Enter the facility through the front door to find a **container** of goodies behind some crates on the left. Continue into the main room using the connecting exterior walkway, and deep inside the room you find the kett security console (scan it before you leave).

Approach the console, then press and hold the prompt at the navpoint to deactivate the power generator. Continue to hold the Interact button until the gauge fills to destroy the console. Accomplishing this task takes some time, so make sure the enemy has been cleared from the area before you start.

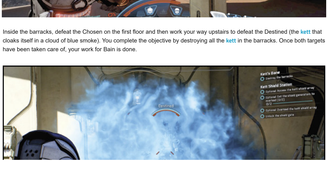


DESTROY THE BARRACKS

Get in the Nomad and climb back up the hill to the east near the forward station, and then head south to the kett barracks **(4)** on the narrow ledge below the kett base. It's possible for this objective to be accomplished before you even pick up the job, if you've already taken this base out. Defeat the Chosen on the grounds around the barracks' foundation, using the large boulders for cover. Eliminate the Anointed on the back balcony out before entering.



Inside the barracks, defeat the Chosen on the first floor and then work your way upstairs to defeat the Destined (the kett that cloaks itself in a cloud of blue smoke). You complete the objective by destroying all the kett in the barracks. Once both targets have been taken care of, your work for Bain is done.


Kett's Bane
Return to Bain
Eos Hostile Station
Destroy the power source to weaken the kett shield wall
Destroy the kett generators
Destroy the kett shield wall
Destroy the kett gate

MASS EFFECT ANDROMEDA

Secondary Ops

Know Your Enemy

Mission Type: Allies and Relationships

Prerequisite: Mission 3 to get an email, Mission 4 to complete

Start Location: Tempest

Unlocking: Read email from Raelis.

READ EMAIL FROM RAELIS

TEMPEST

WAIT UNTIL MISSION 6

If you wait to do this mission until after you've completed Mission 6, you have the opportunity to disable Primus's ship and face fewer enemies in combat.

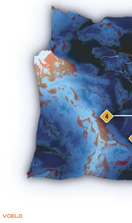
Read the email (**1**) from Raelis titled "Message from Voeld: Intel on Kett." In this email, Raelis introduces herself as a member of the angaran Resistance. She claims some of their scouts have returned with interesting information concerning the kett, and she's certain it will intrigue you. She'll wait for you on Voeld.

MEET WITH RAELIS ON VOELD

VOELD: ANGARAN RESISTANCE BASE

Speak to Raelis (**2**) in the angaran base on Voeld. She's standing near a wall of instruments on the left pathway in the main operations area of the base. She's surprised you showed up to meet her and grateful you saved the Moshae form the kett. She tells you scouts have detected increased kett science and research vessels moving through areas of Voeld. Raelis asks for your help, as the Resistance lacks the tech to break into the kett bases.

GO TO THE KETT FACILITY



VOELD

Bring up your exterior Voeld map and select the forward station (**3**) closest to your destination, if it's active. Travel to the southeast part of Voeld, then northwest to reach the kett facility (**4**).

There are about 10 kett Chosen guarding the base. It's a fight as soon as you exit the Nomad. Find cover around the base and start picking off the kett one by one.

SEARCH THE FACILITY FOR ANY USEFUL DATA

Enter the facility once the area is clear. You should face no opposition inside.

COLLECT THREE KETT BIO SAMPLES

As soon as you enter through the front door, locate the desk in the left corner. A syringe containing a biospecimen sits there, along with a kett **datapad**. Scan the syringe, then pick it up. Don't forget to pick it up. There are syringes all over the room. Scan them and pick them up to complete this objective. SAM informs you that the samples all contain the same genetic sequence.

GO TO THE KETT COMMUNICATIONS STATION

Travel east to the communications station (**5**) on the southeast side of the kett mountain base. As you approach, note the impressive defenses this base boasts. A good attack strategy is to use a sniper rifle from behind a boulder on one of the cliffs beside the station.

INVESTIGATE THE COMMS STATION

Once you've cleared the enemy from the site, enter the building and follow the navpoint to a rear balcony. Pick up the **datapad** titled "Received from Central"—it's a message to this post containing a command to find a way to deliver regular reports regardless of the communication problems caused by the Scourge. Here you learn there's more than one Archon in the kett's organization. When a new species is discovered, they send data to the home world and start making more kett.

SEARCH FOR MORE INFORMATION

Follow the navpoint back inside the station, to a device on the wall near an exit. It's an **audio log** from Primus, containing orders for the station to accept the demands of the Archon; he is the senate's voice in Helsus. Looks like there's dissension in the ranks.

MISSION ON HOLD

While "Know Your Enemy" ends here, the story continues in "Dissention in the Ranks."

MASS EFFECT ANDROMEDA

Secondary Ops

Lexi T'Perro: Bottom of a Bottle

Mission Type: Allies and Relationships

Prerequisite: Advance your relationship with Lexi

Start Location: Tempest

Unlocking: Talk to Lexi.

TALK TO LEXI

NEXUS: THE VORTEX

When you hear crewmates saying Lexi is gone, you know where to look. She's at the Vortex **(1)** in the Nexus commons. She's depressed. Talk some sense into her. She needs some encouragement. Compliment her.

MASS EFFECT ANDROMEDA

Secondary Ops

Liam Kosta: All In

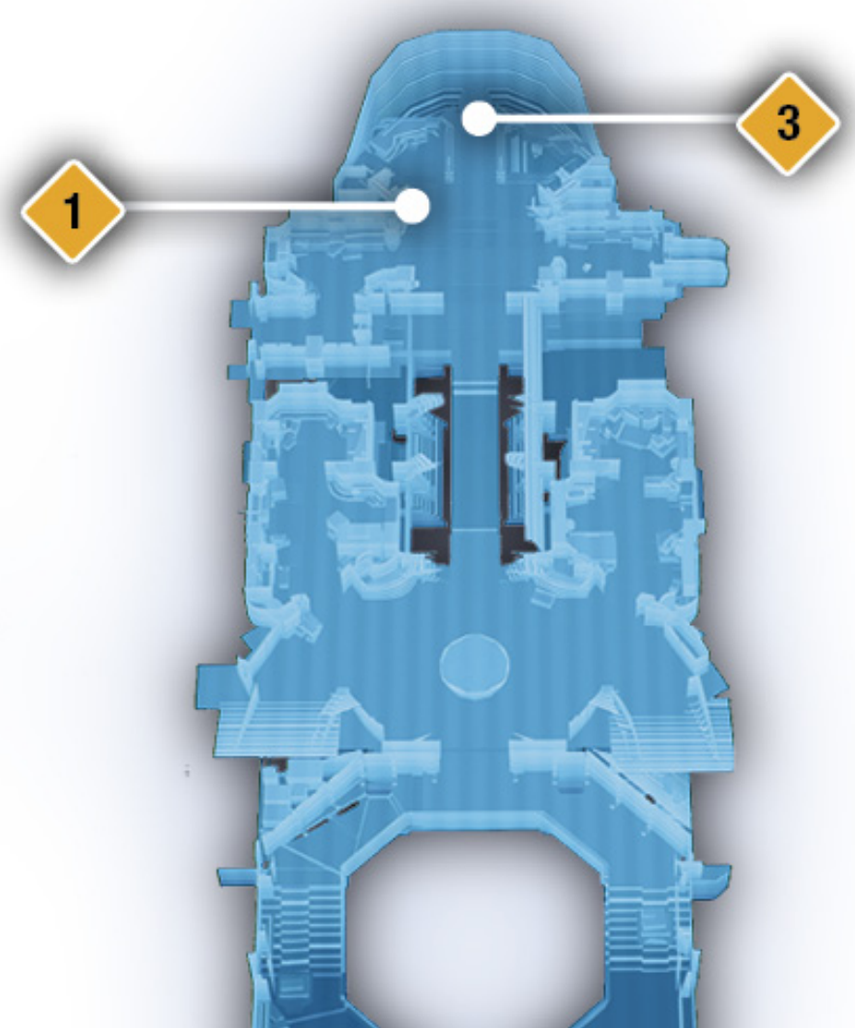
Mission Type: Allies and Relationships

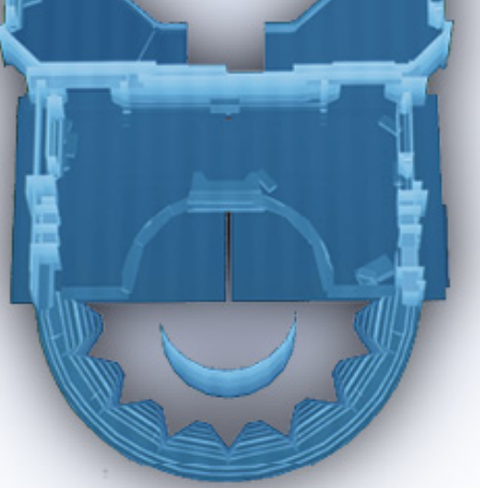
Prerequisite: Complete “Armor Diplomacy”

Start Location: Tempest

Unlocking: Read email from Liam.

REED EMAIL FROM LIAM

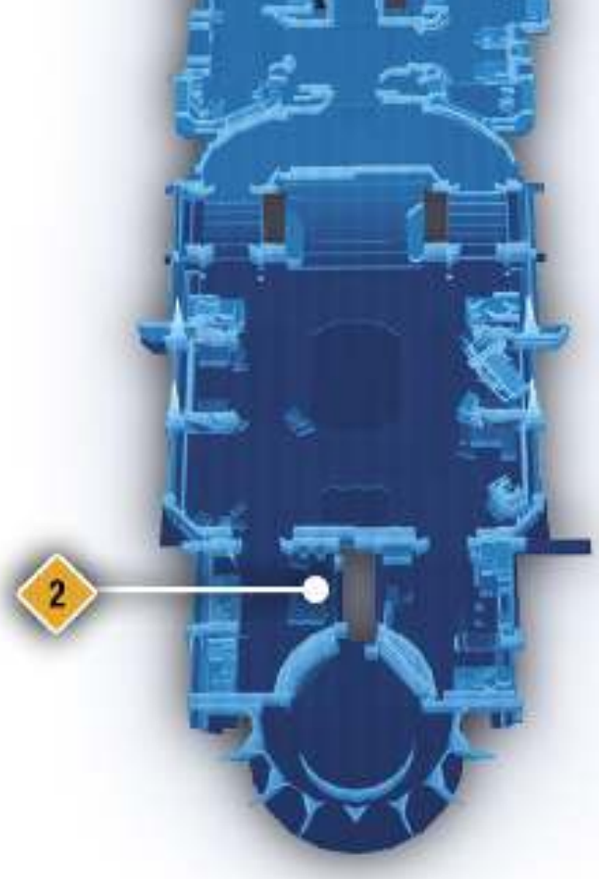




TEMPEST

You receive an email from Liam titled “Didn’t Want to Send This.” Read it to begin this quest.

SPEAK TO LIAM ON THE TEMPEST



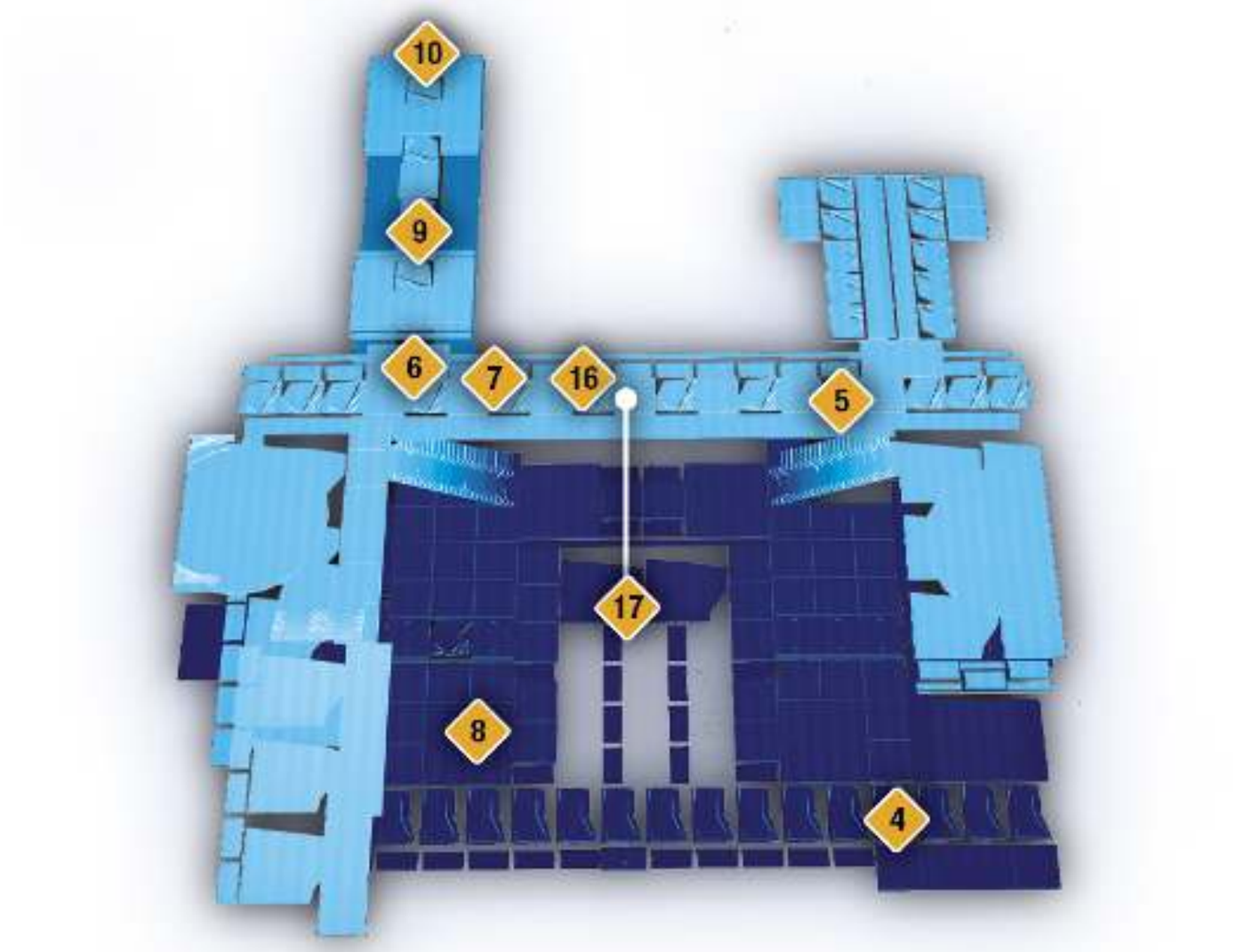
STORAGE

Head down to the lower deck and visit Liam **(2)** on his couch in the storage room. He's in a dilemma. He gave Verand Nexus data and navpoints, and she's missing. He needs your help to find her before everything falls apart.

GO TO THE DEBRIS FIELD IN THE SEPHESA SYSTEM

Head to the bridge **(3)** and then to the Sephesa system. Travel to "Liam's Scavenger Debris Field." Examine the debris field closely. Scan it and disembark from the Nexus.

SWEEP THE CARGO BAY FOR ENEMIES



DEBRIS

You begin in the southeast corner of the cargo bay **(4)**. Defeat all the scavengers, which consist of Talon Raiders and Adhi.

USE THE COMMS TO FIND OUT WHO'S IN CHARGE

Once the room is clear, head to the comms console **(5)** by the door to discover who's in charge here. You and Liam engage in a passive-aggressive conversation with Calot. During the cutscene, you can follow the command prompt in the lower-right corner to disconnect the call.

FIGHT TO THE CARGO BAY EXIT

After the conversation, during which the cargo bay door has been menacingly opening and closing, more scavengers arrive. Fight for the door they came through to get out of the cargo bay. Eliminate the Talon Sharpshooter, Adhi, and Talon Raiders. When you're done, scan for Research Data and loot all the containers in the room.

The door **(6)** the navpoint directs you to is sealed. Override it from the console **(7)** to the right of the door. During a cutscene, you talk to Calot again, and he is not amused. The cargo bay doors open, and you and Liam fly out but manage to grip on to an edge. Bradley comes to the rescue.

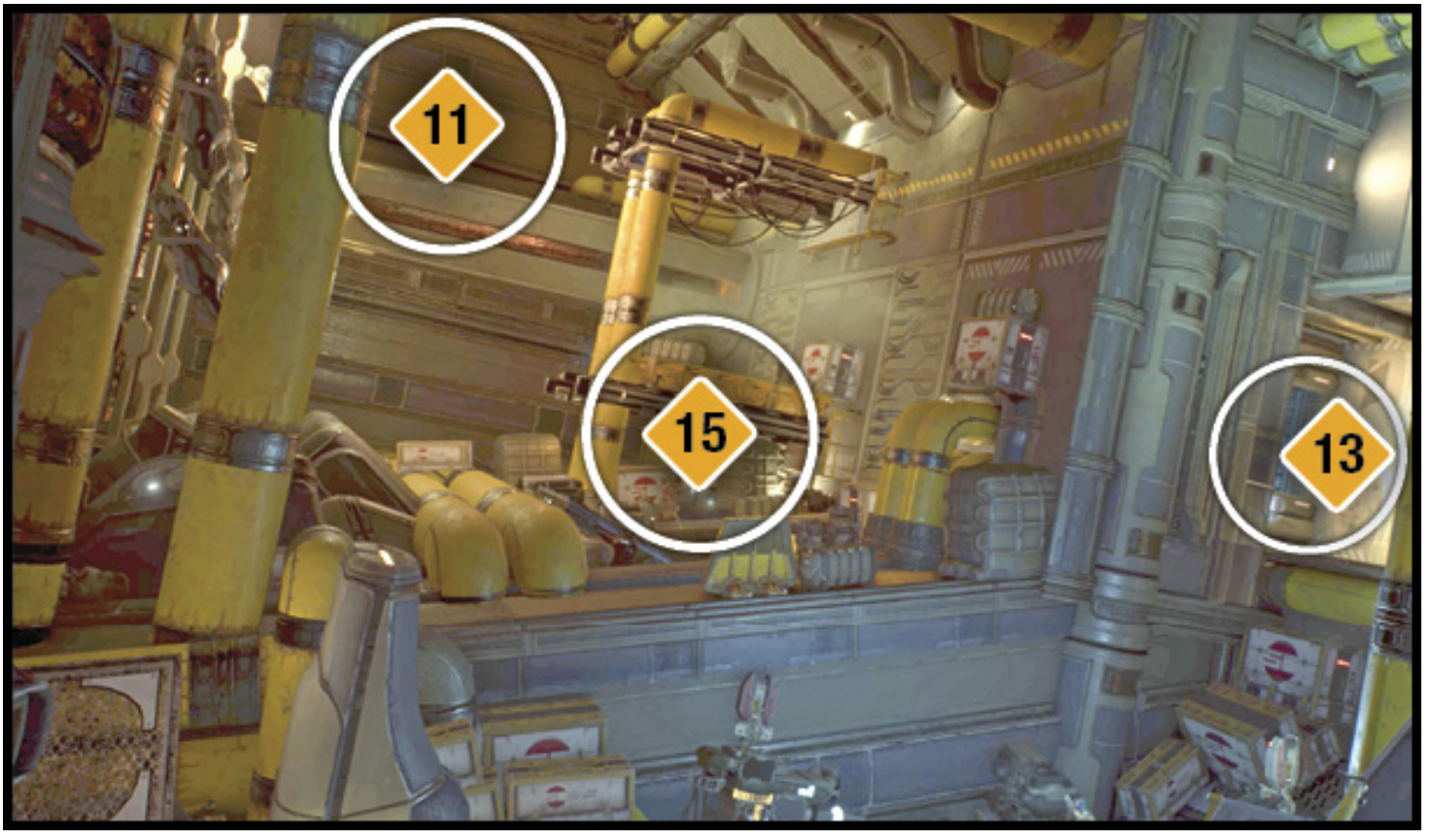
SEARCH THE SHIP FOR CAPTIVES

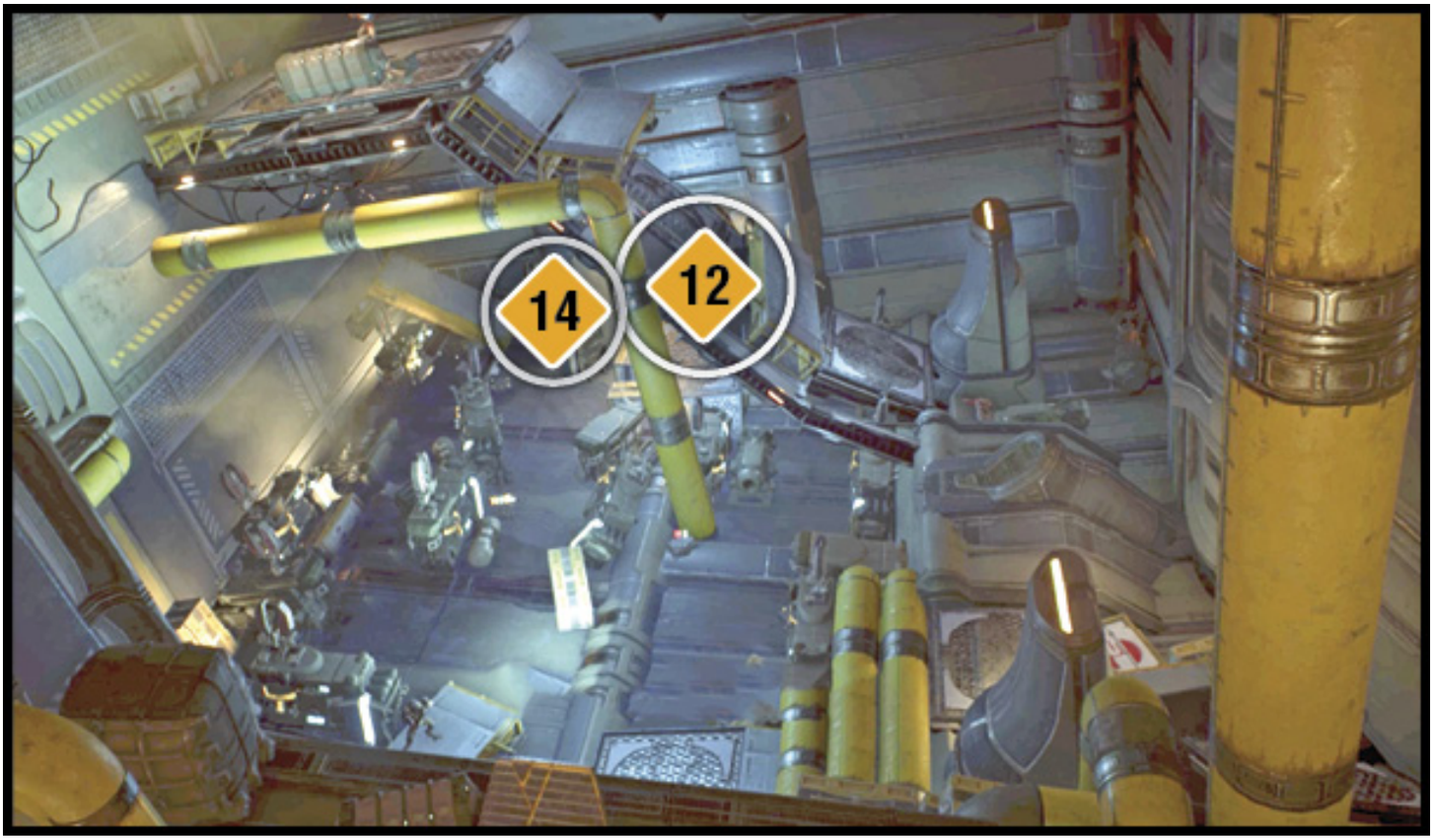
When control returns, you find the gravity has been altered and the room is now turned on its side. You begin **(8)** standing on the wall where the shuttle bay doors are. Jump the cargo platforms to reach the navpoint at the doorway **(6)**. Open the door and blow away the turian Raiders in the next hallway **(9)**.

Continue through to the end of the crooked hallway, climbing crates to reach high doors. At the end of the hallway with the window on the floor **(10)**, start climbing upward.

When you land on the lower floor, look up for the navpoint. It's on a door a few platform jumps ahead. Open the door to find a **container** and a short passage you can't fit through. Turn around on the platform at the door and jump to the opposite side of the room. Break the slatted access cover with your blade or a firearm. If you have trouble finding it, use your scanner. It glows red, and you can gain Research Data from it.

Head through the hallway and smash through another slatted access cover to reach the next big clearing. You begin this battle in the back of the room up on a high platform **(11)**. Defeat the many Raiders in the chamber, and then try to open the door **(12)** on the opposite end of the room where the navpoint directs you. Defeat everyone in the room while Bradley, on comms, says he'll work on getting that door open.





FIND AND SCAN THE CONTROL HUB

Jump into the high closet-sized room **(13)** on the side of the chamber. Scan the lab security control hub and then wait for Chief Grace Lito to help you with navpoints over comms.

ACTIVATE TWO CONSOLES TO GIVE THE ENGINEERS ACCESS

Activate a console **(14)** near the exit **(12)** and another back in the first room you entered, in the corner near a light **(15)**. All the monitors in the room come on and display human captives.

FIGHT THROUGH TO THE CAPTIVES

CARGO BAY: UPSIDE DOWN

Exit through the door **(12)**, and gravity shifts again. Continue through another doorway to drop back into the cargo bay. It's now completely upside down. You start **(16)** near the original doorway.

Scan the items in this room and head for the high room at the top level, where you can scan the **cargo crane controls**. Activate them **(17)**.

Defeat the enemies pouring into the room from the high doorway at the end of the crane line. Head through that door and a crooked hallway. Jump up to the high door and use it to enter another similar bendy hallway that leads to another high door. Eventually you find yourself in a big area with a couple of levels, lots of nooks, and Adhi. Defeat all the scavengers and wildlife to open the next doorway.

Follow the navpoint to the top-level doorway that's blasted open. Enter the next chamber and defeat the two Talon Hydras. Activate the console on the floor to release the captives from a trading ship out of Kadara. Finish the conversation with Cameron Dace and tell her you'll all get out together.

SEND POWER TO THE BULKHEAD DOOR

Follow the navpoint out a high doorway and jump up to the ledges in the back of the hallway. Exit through a connecting hallway higher on your left. Follow the U-shaped room around and activate the **bulkhead door console**. Override it.

STOP CALOT FROM BEING A THREAT

Follow the navpoint up the stairwell and enter the large room on the left. Holding cells here can be scanned. Push through to the next room at the end of the holding cells. Defeat the Raiders in the next clearing and continue along the same path through the next two closed doors.

In the last room you meet Calot and about five of his buddies. Calot is under an impenetrable shield on the second level of the massive room. Activate the console on the floor to create a hacking process that aims to lower the shield from around

Calot. The first hack only reaches partial completion.

Defeat more enemies, and then use the second hack console located on the side of the room on the top level. Reinforcements arrive as you wait for the second hack to go through. Defeat the captive Eiroch as well as more Adhi. After the hack is complete, head to Calot, where the shield was. Defeat his Sharpshooters, then take him out.

SIGNAL FOR EVACUATION

Activate the airlock control, located at the holo-sphere where you battled Calot. At the end you speak to August Bradley, Kallo, and Verand. Choose to send everyone home, or stay while they update specs. Liam thanks you at the Tempest, and you earn his loyalty. You also unlock Liam's Rank 6 skills.

MASS EFFECT ANDROMEDA

Secondary Ops

Liam Kosta: Armor Diplomacy

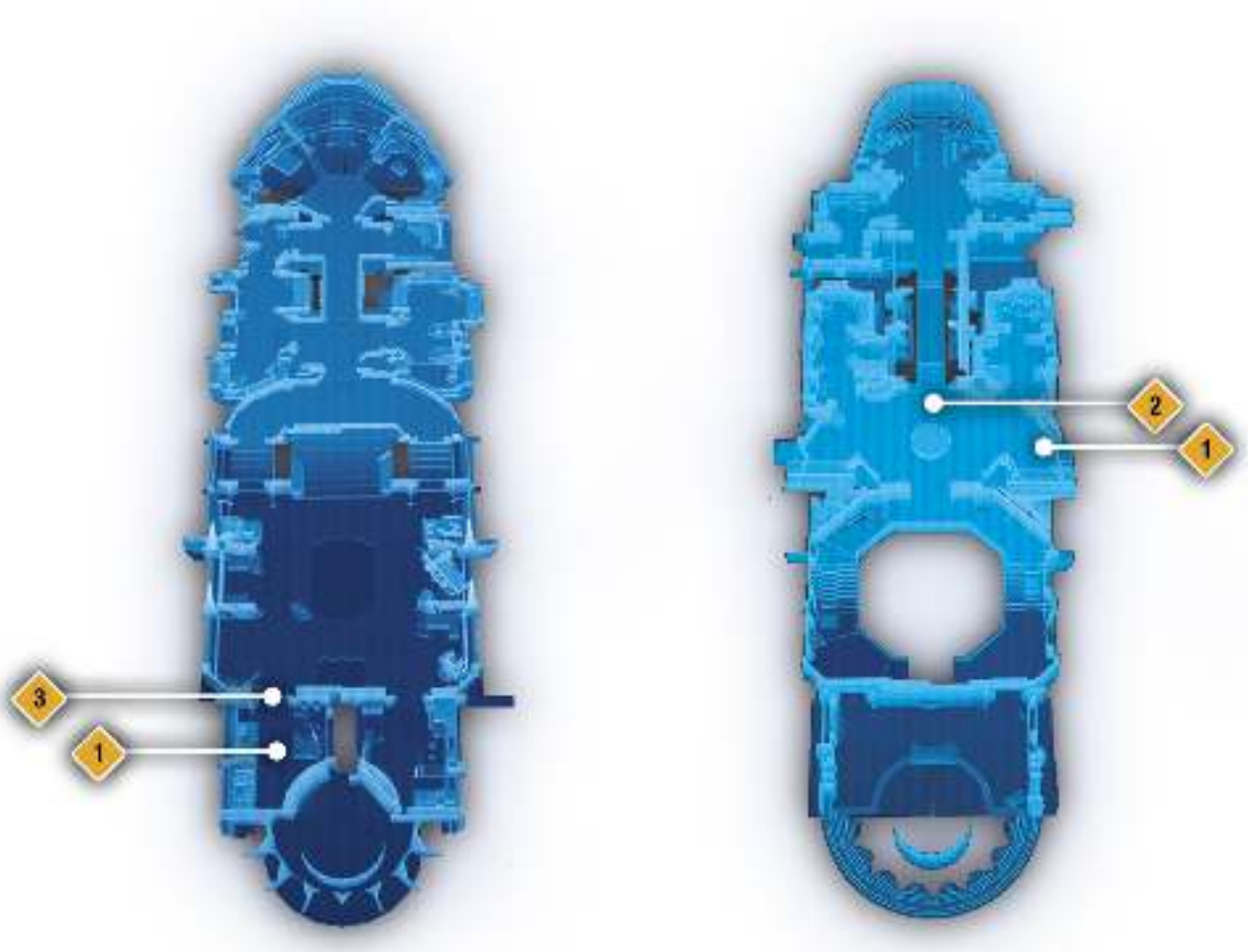
Mission Type: Allies and Relationships

Prerequisite: Must have traveled to Aya, all conversations completed, must have left and then returned to the Tempest

Start Location: Tempest storage room or research area

Unlocking: Talk to Liam on the Tempest.

TALK TO LIAM



TEMPEST: STORAGE ROOM OR RESEARCH AREA

Taking the prerequisites into consideration, talk to Liam **(1)** aboard the Tempest, and he asks you to help him with a project he and Jaal are working on. He hands you the blueprints needed to develop a set of armor.

BUILD LIAM'S RESEARCH PROJECT

TEMPEST: RESEARCH AREA

Liam wants a small armor project approved, calling it a diplomatic effort with Jaal. Complete the research project to secure what he needs. Access the Development interface at the research center **(2)** under the Special category. It only costs 10 Aluminum and 10 Iron. If you tend to pick up every item you see while exploring planets, you won't have an issue fulfilling the ingredient requirements. You can also buy these ingredients from merchants.

TALK TO LIAM IN HIS ROOM ON THE TEMPEST

TEMPEST: STORAGE ROOM

Head down to the cargo bay and enter the back-right door **(3)** to the storage room where Liam hangs out. When you walk in, you catch a horrific site of the naked duo—Jaal and Liam working on their new armor project together. Kind of a team-bonding moment.

MASS EFFECT ANDROMEDA

Secondary Ops

Liam Kosta: Community

Mission Type: Allies and Relationships

Prerequisite: Complete Liam's Loyalty Mission "Liam Kosta: All In"

Start Location: Tempest

Unlocking: Talk to Liam

TALK TO LIAM

TEMPEST

Talk to Liam on the Nexus. Exhaust all conversation options, and he asks you to take a break on Eos in Prodromos. He sends you the navpoint.

GO WITH LIAM TO PRODROMOS

EOS

PRODROMOS

Liam has arranged something special on Eos "for everyone." Travel with him to the meeting spot **(2)** near the Prodromos landing zone **(1)**.

When you arrive, you find exactly what he promised: not work. You get some alone time with Liam and a soccer game to boot.

MASS EFFECT ANDROMEDA

Secondary Ops

Liam Kosta: Day Out on Aya

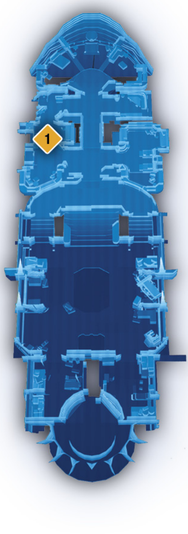
Mission Type: Allies and Relationships

Prerequisite: Complete Mission 3, and after Aya Vault

Start Location: Tempest: Crew's Quarters

Unlocking: Talk to Liam on the Tempest

TALK TO LIAM ON THE TEMPEST



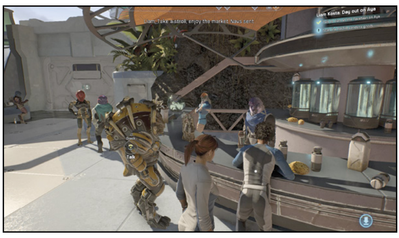
TEMPEST: CREW'S QUARTERS

Find Liam in the crew's quarters **(1)** on the Tempest and talk to him. If all other conversations are caught up, Liam asks you to take a break from all the madness and take a day out on Aya.

TALK TO LIAM AT THE TAVETAAN ON AYA

AYA: TAVETAAN

You can always find Drack and Liam at the bar on Aya. Go there and talk to Liam **(2)**. He asks if you're ready to go hit those scans. When you ask what kind of scans he means, he replies, "Verand called out supplies that may have useful properties for our tech. Just need to get SAM's eye on them."

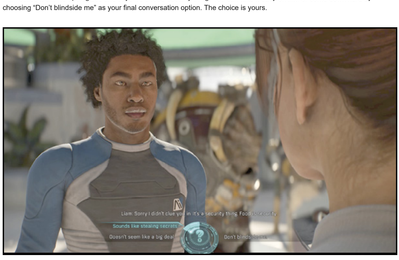


SCAN THE HOSTILE VENDOR'S GOODS

Run over to the market and scan the northernmost vendor's booth **(3)**. The vendor's name is Xaan Ingil. Return to Liam **(2)** after the scan is acquired.

TALK TO LIAM AT THE TAVETAAN

Talk to Liam at the Tavetaan **(2)**. He apologizes for screwing up the date, and when pressed, he informs you that you were being cased. Liam says he was trying to gather data that would be helpful at the outposts. Verand told him what to scan, but Liam called it off. He apologizes and says it's a food-security thing. You can take it easy on him or come down hard by choosing "Don't blindside me" as your final conversation option. The choice is yours.



The conversation gets a little more intimate, and you can soften the last remark (if you chose to be stern) with an affectionate response…or not, depending if you're trying to be exclusive with him or someone else. Completing this quest earns you 190 XP.

MASS EFFECT ANDROMEDA

Secondary Ops

Liam Kosta: Outpost Worlds

Mission Type: Allies and Relationships

Prerequisite: Settle Eos

Start Location: Havarl

Unlocking: Land on Havarl, Voeld, Kadara, or Elaaden

FIND WORLDS TO EVALUATE

TEMPEST

More planets need to be evaluated for potential outposts. You did the impossible on Eos by restoring a golden world and giving colonization an overdue start. Liam helped coordinate efforts on the ground, and he's confirmed the obvious—you need to keep pushing. Thousands of lives in Heleus depend on you as their Pathfinder. Evaluate UNC worlds and call for the placement of outposts where possible.

Each of the following objectives is met when you place an outpost on the respective planet:

- Evaluate Havarl for outpost: Complete "Helping Havarl's Scientists" and "A Dying Planet"
- Evaluate Voeld for outpost: Complete "Settling Voeld" and "Remove the Heart"
- Evaluate Kadara for outpost: Complete "High Noon"
- Evaluate Elaaden for outpost: Give Morda the drive core during "Search for the Stolen Remnant Drive Core"

MASS EFFECT ANDROMEDA

Secondary Ops

Liam Kosta: Something for Us

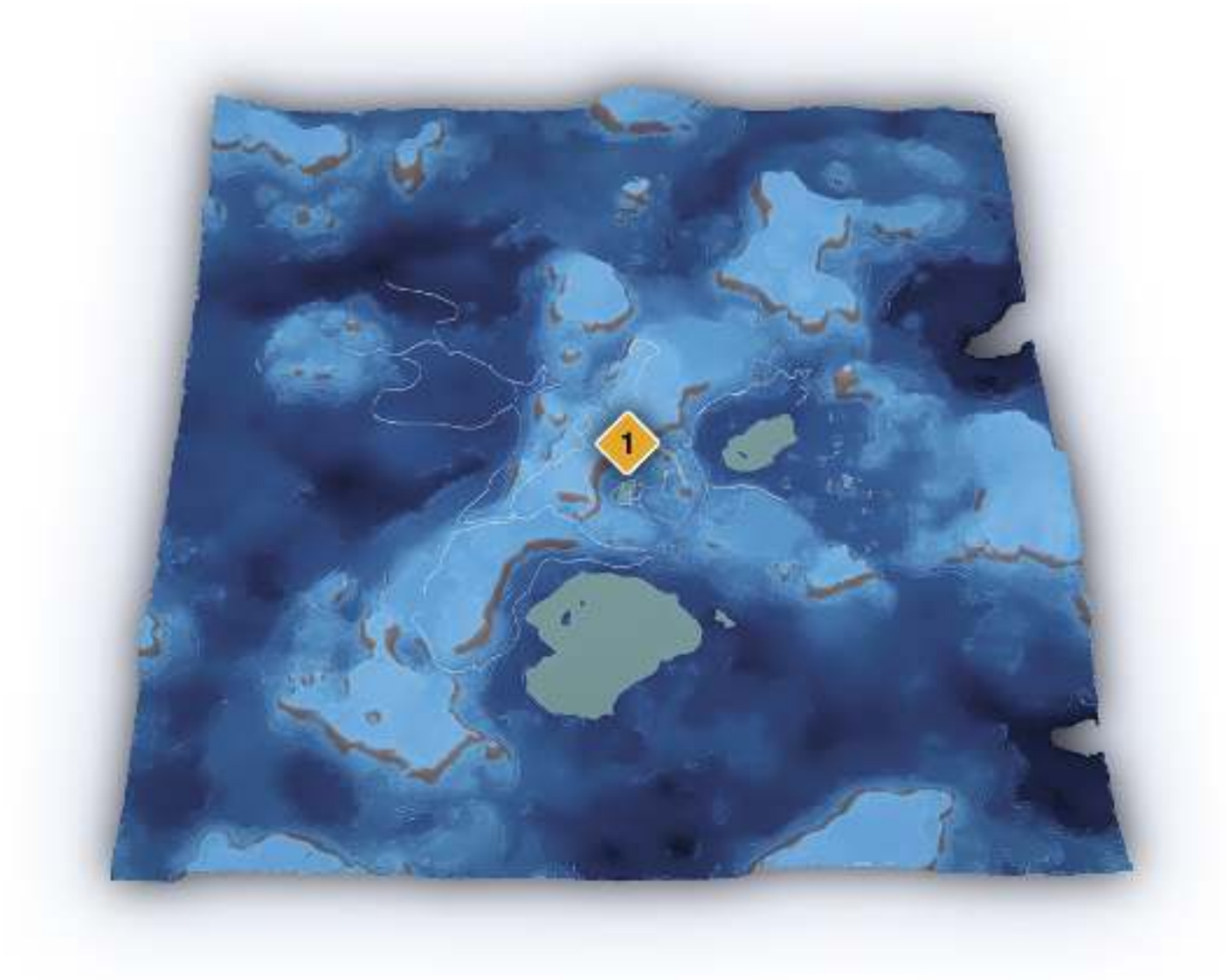
Mission Type: Allies and Relationships

Prerequisite: Must be Sara Ryder and have committed to Liam in "Liam Kosta: Community"

Start Location: Tempest

Unlocking: Talk to Liam

BUILD LIAM'S LOVER'S-LEAP MOD



TEMPEST

Liam has asked you to rubber-stamp a jump-jet mod and then travel with him to a special spot on Eos. All he's said is that it's something for the two of you. Access the Development interface at the research station, find the Special category, and develop the Lover's-Leap mod.

GO WITH LIAM TO THE NAVPOINT ON EOS

EOS

Travel to Eos with Liam in your party. Follow the navpoint to the top of the rock arch **(1)** near Prodromos and take the Lover's-Leap with Liam.

MASS EFFECT ANDROMEDA

Secondary Ops
Life on the Frontier

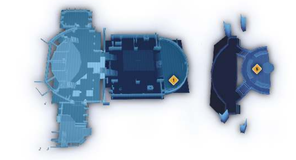
Mission Type: Heleus Assignment: Nexus

Prerequisite: Mission 2, Nexus Phase 2 after opening Aya

Start Location: Nexus Operations

Unlocking: Speak to Sid in Addison's office, or read her "Something Suspicious" email

MEET WITH SID ON THE NEXUS



NEXUS: OPERATIONS

To start this mission, read Sid's "Something Suspicious" email, or talk to her **(1)** while she's working in Addison's office on the Nexus in operations. She explains she's found something interesting while monitoring comms on the Nexus. She's discovered multiple attacks by people called the Three Sabers, who are hitting outposts and supply vessels.

She goes on to say the Three Sabers are receiving intel from within your organization, which means there's a mole. Take the mission by responding, "It's worth investigating." Sid sends you navpoints for the Three Sabers' most recent raids.

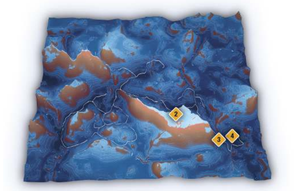
INVESTIGATE SPACE ATTACKS ON NEXUS SHIPS

There are four systems to search for space attacks (from left to right): Solminae, Joba, Nalesh, and Jirayder. Not all of these may be opened when more space attacks hit. This mission lasts a while unless you hold off on attempting it until all the systems are unlocked.

FOUR SPACE ATTACK NAVPOINTS

Scan each of the four systems for anomalies, and then investigate those sites. You find four sets of **starship wreckage:** one with a leaky drive, one with no clues, one that prompts Suvi to confirm you're narrowing down the list of possibilities, and the final one that gives you the Three Sabers' location and navpoint on Kadara.

FOLLOW THE THREE SABERS TO THEIR HIDEOUT



KADARA

Fly to the Govorkam system and land at Kadara Port, then take the travel terminal to the Kadara Slums. There, hop the warden's fence and get to the Nomad near the forward station **(2)**. Use the forward station **(3)** in Spirit's Ledge to get very close to your destination **(4)** just over or around the bend.

DEFEAT THE THREE SABERS

Attacking this outpost with the large landing pad is best done from up high. Driving over the hill from the forward station **(3)** puts you on the hill just above the complex. Snipe the Agents and Raiders delivered via dropship. Defeat all remaining enemies and then search the hideout.

SEARCH THE HIDEOUT

There are things to find and scan on the first floor, but the target prize is the **datapad** titled "Three Sabers Memo," sitting on a water cooler on the second floor. It mentions someone named Yale at Eos. Go to Eos.

SPEAK TO YALE

EOS: PRODROMOS

Enter the Prodromos building **(5)**. Inside, talk to Yale, and don't let up on him during the conversation. He doesn't need to be pacified. Tell him you need to make a report, which seems to worsen matters, as Addison already knows. Go talk to Addison.

We are sharing this with the Initiative and only the Initiative. Only with Addison and Ryder.
Do not a problem anymore
I have to report this

CONFRONT ADDISON

NEXUS: OPERATIONS

Head to Addison's office in Nexus operations. Speak to Addison **(6)** about the data. Turns out she was waiting for you, as Yale told her to expect a visit. Respond to her question regarding the elimination of the Three Sabers with either "Doesn't erase what you did" or "Yes."

She admits that she made a poor decision, but as far as anyone knows, the Three Sabers acted on their own. That's when Sid, Vetra's sister, enters the discussion. Introduce the two by replying, "Vetra's sister" or "Sid started the investigation."

As Addison and Sid argue over whether to expose the truth, you're given the choice to side with Sid (exposing the truth) or with Addison (hiding the truth to hopefully quash another angaran uprising).

Secondary Ops
Making an Impression

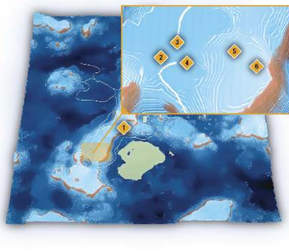
Mission Type: Heleus Assignment: Eos

Prerequisite: Settle Eos

Start Location: Eos

Unlocking: Place a seismic hammer

PLACE THE FIRST SEISMIC HAMMER

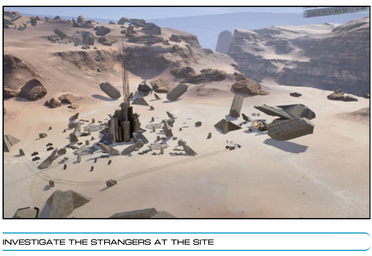


EOS: SAWTOOTH PLATEAU

Eos is experiencing seismic activity. Altering the tremors with a survey hammer might allow better irrigation for Prodromos. Find the location for the first seismic hammer **(1)** at the Remnant monolith near the forward station at Sawtooth Plateau. Approach the navpoint and activate the survey hammer, which forces Remnant to surface and attack. Take them out with explosives while they're grouped together.

PLACE THE SECOND SEISMIC HAMMER

Follow the navpoint **(2)** to the Remnant monoliths where a second hammer is to be placed. As you approach, you find humans.



INVESTIGATE THE STRANGERS AT THE SITE

Approach the scout under the tent at the navpoint. He claims to be from the sovereign nation of Advent. His group is in this region because of their dropping water levels. He suggests that they mine natural gas if your hammers find gas instead of water. They'll trade gas to your outpost for water. You can opt to agree, in which case he directs you to the hammer after the deal has been made.

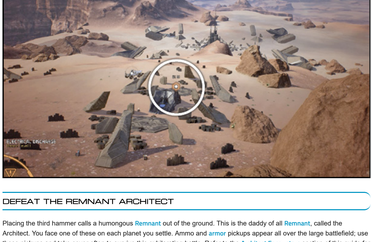
After your conversation, two navpoints appear on the map **(3)(4)**. Drill either for water **(3)** for Prodromos, or for natural gas **(4)** for Advent, which can be traded for water. You can't drill in both locations. Whatever you choose, the outcome is the same. An epic battle lies beyond.

PLACE THE SECOND HAMMER TO DRILL FOR WATER OR GAS

After choosing a drill location, one more navpoint appears nearby for placement of the final seismic hammer **(5)**. This also calls Remnant to attack. Defeat the small group of Observers, Creepers, and Assemblers.

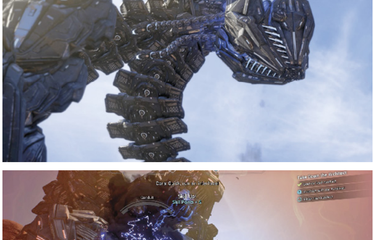
PLACE THE THIRD SEISMIC HAMMER

After the battle, you discover the tremors are caused by neither the Remnant nor the hammers. Place the last hammer at the last navpoint **(5)**.



DEFEAT THE REMNANT ARCHITECT

Placing the third hammer calls a humongous Remnant out of the ground. This is the daddy of all Remnant, called the Architect. You face one of these on each planet you settle. Ammo and armor pickups appear all over the large battlefield; use these pickups and take cover often to survive this exhilarating battle. Refer to the Architect Encounters section of this guide for our Architect battle tips.



Secondary Ops
Medical Caches

Mission Type: Heleus Assignment: Voeld

Prerequisite: Mission 2, after visiting Aya

Start Location: Voeld

Unlocking: Talk to Dr. Harihn

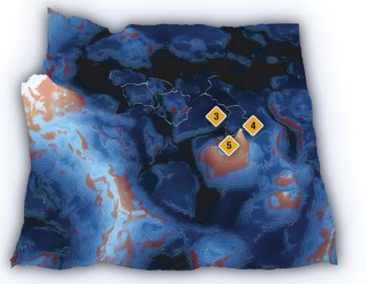
COLLECT THE SUPPLIES

VOELD: ANGARAN RESISTANCE BASE

Dr. Harihn **(1)** at the Voeld Resistance base needs the emergency medical supply caches around Voeld to be restocked so that injured fighters and civilians can tend to their wounds and improve their chances of survival in the harsh wasteland.

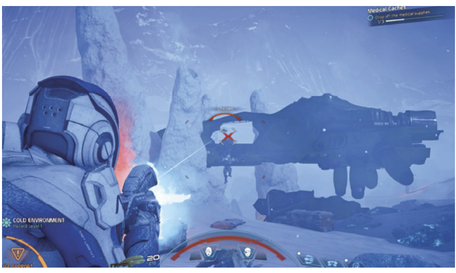
Before you leave the room, head to the right of the bar and find the **medical supplies(2)** on a shelf. Pick them up. These are what you need to deliver.

DROP OFF THE THREE CACHES OF MEDICAL SUPPLIES



VOELD

You can find the medical cache drop-off location **(3)** around the middle of the map just north of the large kett base in the mountain. Follow the navpoint to a group of icy spires to find a crate. Be prepared for a kett ambush arriving via dropship after you use the medical cache. Fight the Wraiths and Chosen.



REOESK RUINS

While you're at the Reoesk ruins **(4)** retrieving the ancient Voeld map for Rjoek from Techiix (during mission "Brought to Light"), explore the ruins for the medical cache location. Select this mission to have the navpoint guide you to the second-level storage room. Use the medical cache to complete the delivery. You can talk to the injured angara, Yeda, in this room and get her story of hardship.

KETT MOUNTAIN BASE

While you're working on the mission "Remove the Heart," and after you've activated the vault (to lower the temperature by 13 degrees, making the mountain base approachable), find the last medical cache drop site **(5)** just inside the kett mountain base tunnel entrance. It's along the right wall as you enter. Drop the last shipment here.

REPORT BACK TO THE DOCTOR

Return to the angaran Resistance base and speak with Dr. Harihn again **(1)**. He thanks you for the many lives you saved today and informs you that Yeda made it back and is recuperating, thanks to you. He rewards you with multiple consumables.

MASS EFFECT ANDROMEDA

Secondary Ops
Meet the Family

Mission Type: Heleus Assignment: Voeld

Prerequisite: Complete "Stage a Rescue"

Start Location: Voeld

Unlocking: Complete "Stage a Rescue"

SPEAK TO NIILJ AT THE POW SITE NORTH

VOELD: POW SITE NORTH

Skeot's Uncle Niilj is released from a cell **(1)** during "Stage a Rescue." Talk to him. You can tell him that Skeot told you about him, or choose "Doesn't matter" in the first conversation option. He says the Resistance needs to be debriefed and that they're heading back to the base. He needs a data drive—full of data downloaded from the kett network—delivered to Buxil so she can start the analysis. This completes "Stage a Rescue" and begins the mission "Meet the Family."

Niilj, Can you deliver this drive to Techiix? If we work together, no time will be wasted.
What is it?
right away.
This seems sensitive.

DELIVER THE DATA DRIVE TO BUXIL IN TECHIIX

VOELD: TECHIIX

Reenter the Nomad and travel southeast to the angaran town of Techiix **(2)**. There's a forward station location right in front of the daar, so make sure to call one down. When you enter the cave, you find Buxil **(3)**, Niilj's sister, in the second building on the right.

When you hand over the data, Buxil discovers it contains the layout of the kett command center. She feels confident that with this data, they'll be able to cripple kett operations. The bad news is there's a security code on the command center doors that changes often, so the attack needs to happen soon. Agree to help her to unlock the next mission, "Remove the Heart." She sends you the navpoint to the side door of the facility.

MASS EFFECT ANDROMEDA

Secondary Ops

Meet the Resistance

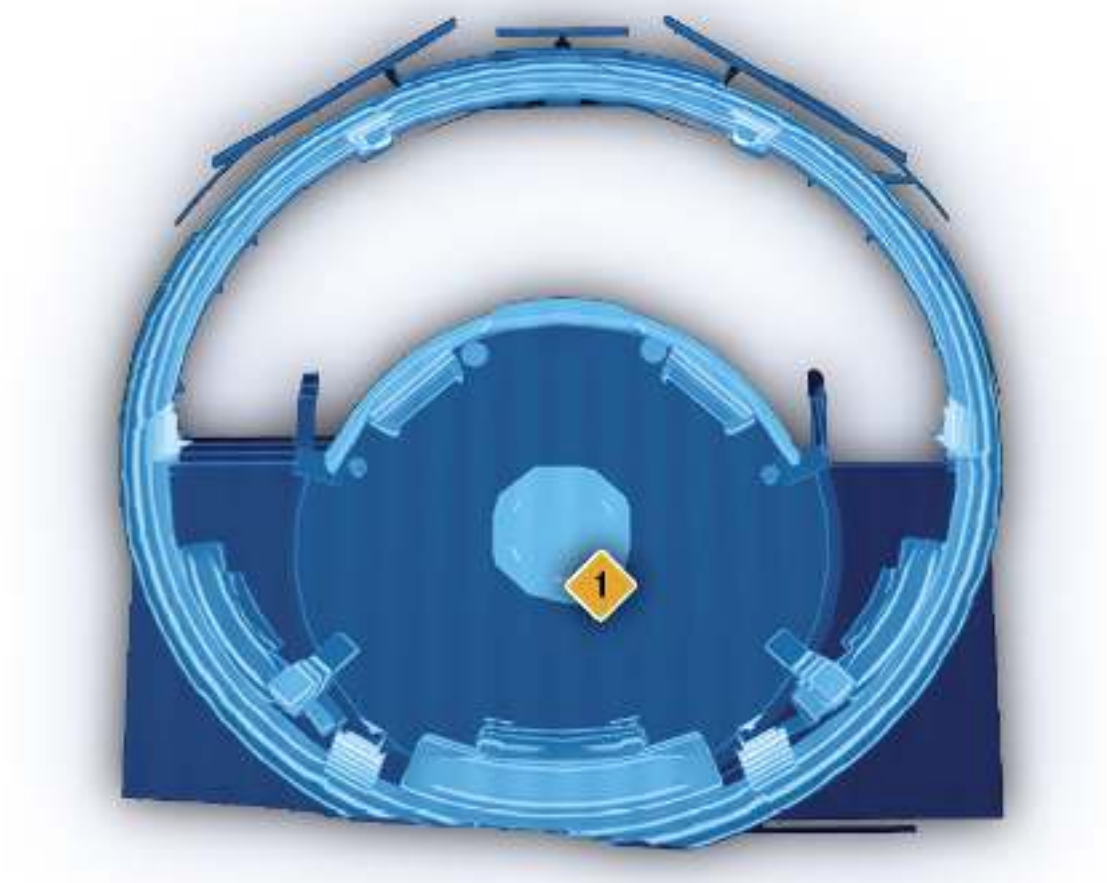
Mission Type: Heleus Assignment: Voeld

Prerequisite: During “A Trail of Hope,” pick up Jaal on Aya

Start Location: Tempest

Unlocking: Leave Aya for the first time with Jaal on board the Tempest

AID THE ANGARA ON VOELD



TEMPEST: MEETING ROOM

This mission unlocks after the conversation between the crew and the newest member of the team, Jaal. This happens on the third deck of the Tempest **(1)**, right after leaving Aya for the first time. Voeld is home to the angaran Resistance, who fight the kett across the planet and system.

LOCATE THE RESISTANCE LEADER

VOELD: ANGARAN RESISTANCE HEADQUARTERS

In the main operation area in the angaran base at Voeld, find Anjik Do Xeel **(2)**, the Resistance leader. She recognizes you as the Pathfinder who saved the Moshae and welcomes you as an ally of the angara. You agree to help them with their fight against the kett on Voeld. She says you can get more details from the lookout. You can also ask her about the Resistance and Evfra.

SPEAK TO THE RESISTANCE LOOKOUT

VOELD

Speak to Beniska **(3)**, the Resistance lookout, outside the angaran base on Voeld (the map switches over to a view of Voeld when you step outside). She recognizes you as that alien who helped their kind on Havarl. When you ask about what to expect out in the cold world, Tseek, another angara nearby, answers. He asks for your help in their fight in Hjara, where the red lights are.

You can ask these two about the red lights, the alien facility, the Remnant, or just leave them alone. If Jaal is with you, Tseek asks if his sister has recovered from her mission. This opens the mission “On the Front Lines.”

MASS EFFECT ANDROMEDA

Secondary Ops
Mind Games

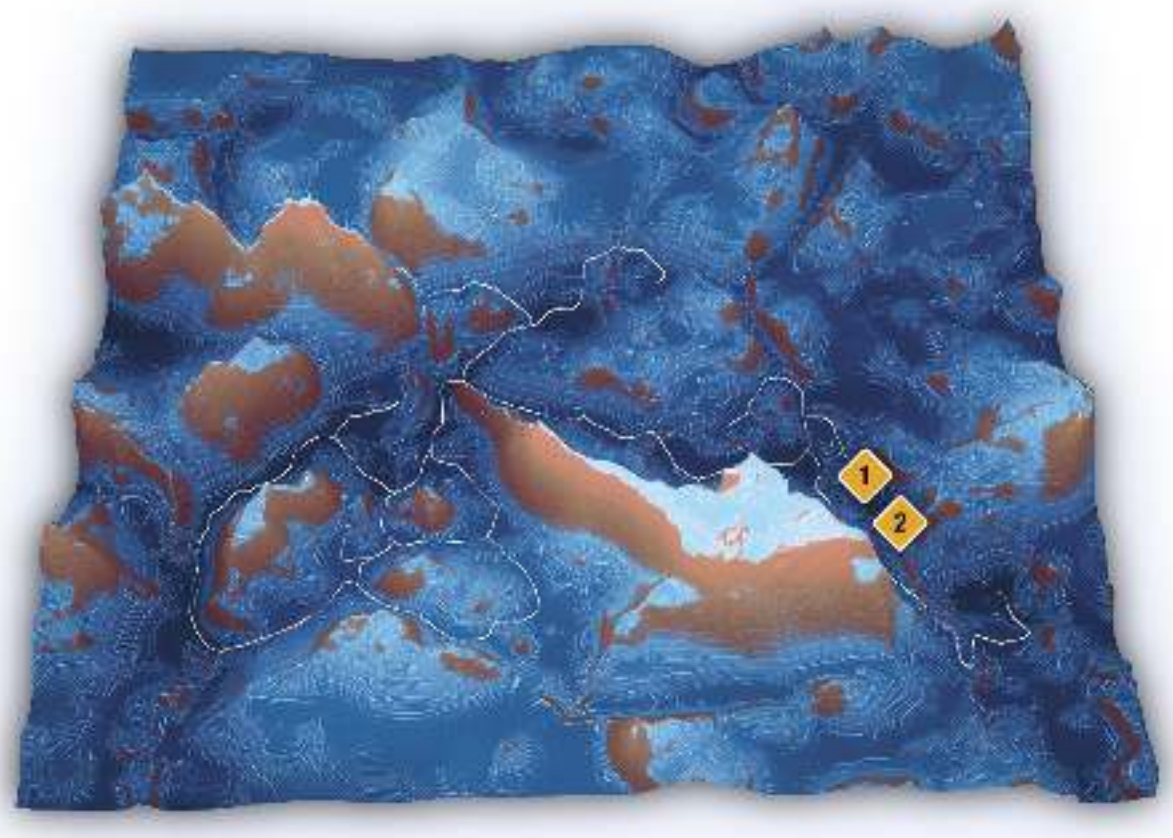
Mission Type: Heleus Assignment: Kadara

Prerequisite: Must have interrogated Vehn Terev in “Hunting the Archon”

Start Location: Kadara: Haafel

Unlocking: Speak to the exile in the Haafel hut

SPEAK TO THE EXILE



KADARA: HAAFEL

You come across some people living in a hut **(1)**; they’re acting strangely and babbling nonsensically. Speak to the exile crouched near the bed. He seems more put-together than the other two in the room. He goes on about a datapad someone left in the hut and how everyone is going out of their minds. Investigate the cause of their odd behavior.

EXAMINE THE DATAPAD

Pick up and read the **datapad** from the floor at the foot of the bed. It’s an observation log, what appears to be someone’s notes on the effects of a drug on the various species in the room.

SCAN THE THREE PEOPLE

Scan all three of the people in the room: a salarian, an angara, and a krogan. The scanner data comes up with the same result for each of the subjects—an unknown signal is targeting the brain and interfering with mental activity. SAM traces the source of the signal, and a navpoint appears on your map not far from the hut.

LOCATE THE SOURCE OF THE MYSTERIOUS SIGNAL

The signal seems to be emanating from a nearby building **(2)** on the hill. Enter the building.

SPEAK TO THE SCIENTISTS

Scan the large **electromagnetic processor** on the left side of the room when you enter the lab, then talk to the two scientists inside. You ask them what they’re doing to those people, and they reply that it’s an experiment and that no physical harm has come to the subjects. The scientists used to work for Cerberus until they started wanting to bring people back from the dead. Their experiment aims to connect everyone’s consciousness to create a supercomputer. You can probe them for much information that leads to Knight’s organization (See **Firefighters**). In the end, SAM locates the source of the mind-control signal, and you tell the scientists you’re shutting it down.

Before you leave the lab, scan the **neural analysis machine** for Research Data. Accessing the terminal next to it allows you to catch up on their research, as well as review the record of termination for the project from higher-ups at Cerberus.

ALTER THE MIND-CONTROL SIGNAL

In the same lab, interface with the **mind-control device** (the electromagnetic processor you scanned on the left when you entered). You have three choices. You can turn the signal against the scientists as punishment, freeing the people in the hut. The scientists will likely suffer complications as a result. Or you can alter the nature of the signal to ease the victims’ predicament, and lock the system from further changes. Lastly, you can do nothing and just walk away. You earn a small amount of AVP and +2% Kadara Viability no matter what you choose. Stick around and listen to the scientists start babbling.

MASS EFFECT ANDROMEDA

Secondary Ops
Missing Arks

Mission Type: Allies and Relationships

Prerequisite: Must have spoken to Director Tann about settling Eos during Mission 1 Priority Ops mission “Nexus Reunion”

Start Location: Nexus Operations

Unlocking: Speak to Director Tann about settling Eos

SPEAK WITH TANN

NEXUS OPERATIONS

After speaking to Director Tann **(1)** for the first time, you unlock “Getting to Know the Nexus” and this challenge, “Missing Arks.” This initiates a series of missions involving the salarian, asari, and turian arks. These are B-stories where each ark is connected to a future team member, and each becomes a mission that can help you earn their loyalty.

FIND LEADS ON THE ASARI ARK

VOELD

Following Cora’s B-story leads you to a search for the Periphona, a ship that escaped the asari ark, the Leusinia. The ship is found wrecked on Voeld during “Cora Harper: Asari Ark.” The transponder eventually leads you to the ark. This find completes this “Missing Arks” objective.

FIND LEADS ON THE TURIAN ARK

The turian ark’s arrival in Andromeda was met with internal sabotage and a collision with the Scourge, which resulted in its destruction. Most of the turians escaped, but the SAM Node and turian Pathfinder are missing. Her successor, Avitus Rix, a former Spectre, enlists your help locating her in the Havarl quest “Turian Ark: Not Dead Yet.” Once you advance the Priority Ops to the point of interrogating the prisoner at Kadara port, you receive an email from Avitus Rix that reveals scavengers found pieces of an ark on Elaaden. Confirming you received the email completes this objective.

The asari ark
Sid
Got a Lead on Ark Natanus
[Error 982: Carrier signal interrupted] - Invitation
Please see me.
Another interview?
Got a Lead on Ark Natanus
To: Ryder
From: Avitus Rix
Ryder,
I'm hearing rumors that scavengers found pieces of an ark on a planet called Elaaden. Might be nothing, but worth checking out.
Avitus

FIND LEADS ON THE SALARIAN ARK

Finish the Priority Ops mission “Hunting the Archon” to complete this objective. During this mission, you can choose to save the captive salarians or save the krogan. Either way, the salarian ark is discovered—the kett are tethered to it in this mission.

MASS EFFECT ANDROMEDA

Secondary Ops

Missing Science Crew

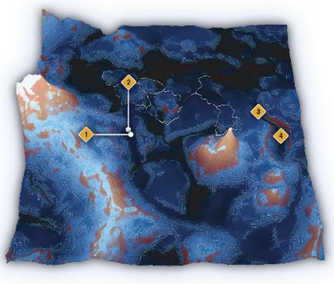
Mission Type: Heleus Assignment: Voeld

Prerequisite: Place a settlement on Voeld

Start Location: Voeld

Unlocking: Speak to Priya Blake

VISIT PRIYA BLAKE



VOELD: INITIATIVE OUTPOST

Priya is in the same building **(1)** you pop into when you build the outpost and talk to the holographic Addison. She's available to give you this mission as soon as the outpost is built. She needs your help finding some missing drill technicians.

SEARCH THE LAB FOR CLUES REGARDING THE MISSING SCIENTISTS

While searching for clues, make sure to find the **turian frigate model** on this desk in the screenshot It's two rooms away from Priya. Follow the navpoint out of the building and into the one adjacent.

Use the scanner to locate a scannable crate in the lab **(2)**. There's a **hand-drilling device** inside. On top of the crate is a **datapad** titled "Brynn Kemper, Log 478." The cryptic message contains a navpoint.

GO TO THE NAVPOINT FOR THE FINAL TRANSMISSION

Travel across Voeld to the navpoint in the east **(3)**. What you discover there is grim.

SEARCH THE AREA FOR CLUES

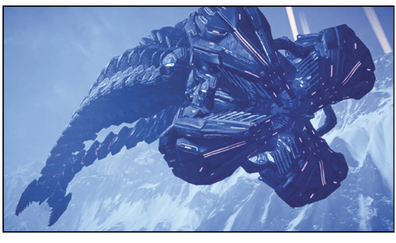
Scan the wrecked transport vehicle **(3)** and a few corpses for info that reveals they are members of the drill team. They were killed by electrical shock and vehicle impact. The vehicle was taken out by a long-range Remnant weapon. Examine the **datapad** lying near the open end of the broken vehicle, which gives you the scientists' planned path.

FOLLOW THE SCIENTISTS' PLANNED PATH

Follow the new navpoint **(4)** south through the vale. When the tires hit a frozen river, you see an Architect flying above a large kett outpost. The kett have been run off, but you're sure to encounter some Remnant here. That's right—prepare for an Architect battle.

DEFEAT THE REMNANT ARCHITECT

Refer to our battle tips in the Architect Encounters section for full details on defeating an Architect.

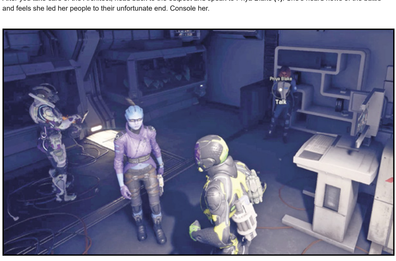


Of course, each new battlefield brings with it unique strategic options. In this case, on the east side of Voeld is a Hazard Level 2 cold environment. This hazard cannot be mitigated by completing the Remnant vault challenge, which lowers the temperature by 13 degrees, but doesn't effect this east valley. Given that additional obstacle, a big part of this fight is about battling frostbite. You must run from heat lamp to heat lamp to warm up throughout the stages of the Architect battle.

Lastly, make use the many buildings around this battlefield. You can take cover inside and even underneath some of them, which gives you a tactical advantage.

SPEAK TO PRIYA BLAKE

After you take care of the Architect, head back to the outpost and speak to Priya Blake **(1)**. She's heard news of the battle and feels she led her people to their unfortunate end. Console her.



MASS EFFECT ANDROMEDA

Secondary Ops

Mixed Messages

Mission Type: Heleus Assignment: Kadara

Prerequisite: Must have interrogated Vehn Terev in “Hunting the Archon” and returned to Kadara Port

Start Location: Kadara Port

Unlocking: Speak to Jim

SPEAK TO JIM IN JAIL

KADARA PORT: 2F JAIL CELL

Speak to Jim **(1)** through the bars of his cell on the second floor of Kadara Port. He wants you to deliver a message to someone on the outside. His girlfriend, Cele, works at Tartarus. He wants you to tell her that he’ll have the credits to pay Sloane’s protection fees soon and to wait for him—leave out the part about him being in jail. Use the transit console **(2)** on the first floor to travel to the Kadara Slums.

SPEAK TO CELE AT TARTARUS

KADARA SLUMS BAR

Enter the second floor of Tartarus (the slums bar) and approach the cage dancers. The first one is Cele, Jim’s special friend. Give her the message. She can’t believe he called her his girlfriend. She gives you a message to take back: “Thanks, but I’m happy at Tartarus. I don’t need rescuing.”`

RETURN TO JIM

KADARA PORT: JAIL CELL

Return to Jim **(1)** and deliver the news. He seems upset that she’s happy at the club. Alternatively, it’s possible for Jim to be killed before you’re able to deliver Cele’s message, as a result of the Collective pushing the Outcasts out of Kadara Port. The mission completes either way.

MASS EFFECT ANDROMEDA

Secondary Ops
Modern Medicine

Mission Type: Heleus Assignment: Kadara

Prerequisite: Must have interrogated Vehn Terev in "Hunting the Archon"

Start Location: Kadara Slums

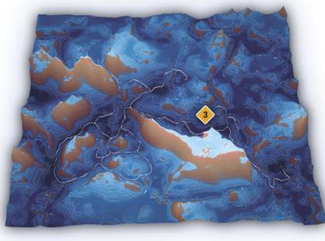
Unlocking: Speak to Dr. Nakamoto

TALK TO DR. NAKAMOTO

KADARA SLUMS

From the slums lift **(1)**, head up to the main platform level of the slums and straight back along the leftmost catwalk to find the doctor in a shipping container. Enter and talk to Dr. Ryota Nakamoto **(2)**. He requests your help in stealing back a medical formula that Sloane Kelly has been abusing to create a drug called Oblivion. He says the formula is in his old lab and sends you a navpoint.

GO TO DR. NAKAMOTO'S OLD LAB



HAARFEL

Follow the road in front of the slums east, staying left at the intersections, to reach Dr. Nakamoto's old lab **(3)** in the hills of Haarfel.

DEFEAT THE OUTCAST GUARDS

When you arrive, you quickly realize you're not alone. Defeat the Collective Sharpshooter and Raiders. Once they're toast, enter the lab.

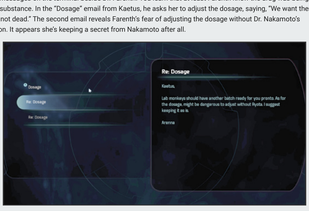
RETRIEVE THE FORMULA

Scan the unknown plants for Research Data as you enter, then follow the navpoint to Dr. Farenth, who's standing in the back of the lab. Tell her you're here for the **Oblivion formula** and you'll be on your way. She tries to convince you that she and Dr. Nakamoto always intended Oblivion to be an addictive drug and that its medicinal value was incidental.

You can opt to believe either Farenth's or Nakamoto's story. If you believe Nakamoto, select "I'm not buying it" during your conversation with Farenth, and take the formula. Otherwise, take Farenth's side and leave the formula behind. There's no wrong choice here; your reward in the end is the same. Raid the containers in the lab before you leave.

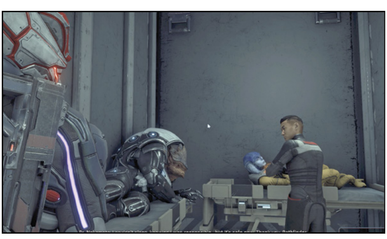
DOSAGE MESSAGE

Read the messages on the terminal beside Dr. Farenth. You learn that at least Farenth knew the drug was being used as an illegal substance. In the "Dosage" email from Kaetus, he asks her to adjust the dosage, saying, "We want them addicted, not dead." The second email reveals Farenth's fear of adjusting the dosage without Dr. Nakamoto's supervision. It appears she's keeping a secret from Nakamoto after all.


Dosage
Re: Dosage
Re: Dosage
Re: Dosage
Kaetus,
Lab monkeys should have another batch ready for you pronto. As for the dosage, might be dangerous to adjust without Ryota. I suggest keeping it as is.
Aranna

RETURN TO DR. NAKAMOTO

Return to the Kadara Slums and talk to Dr. Nakamoto **(2)** in his makeshift examination room. The conversation is a pleasant one if you sided with him regarding the Oblivion debacle. You earn a good amount of AVP and +5% Kadara Viability for completing this quest.



JUMPING THE GATE

When returning to Kadara from the slums, you don't have to go through the warden's checkpoint building; you can simply leap over the gate! So much for keeping the riffraff out.

MASS EFFECT ANDROMEDA

Secondary Ops

Movie Night: Better Snacks

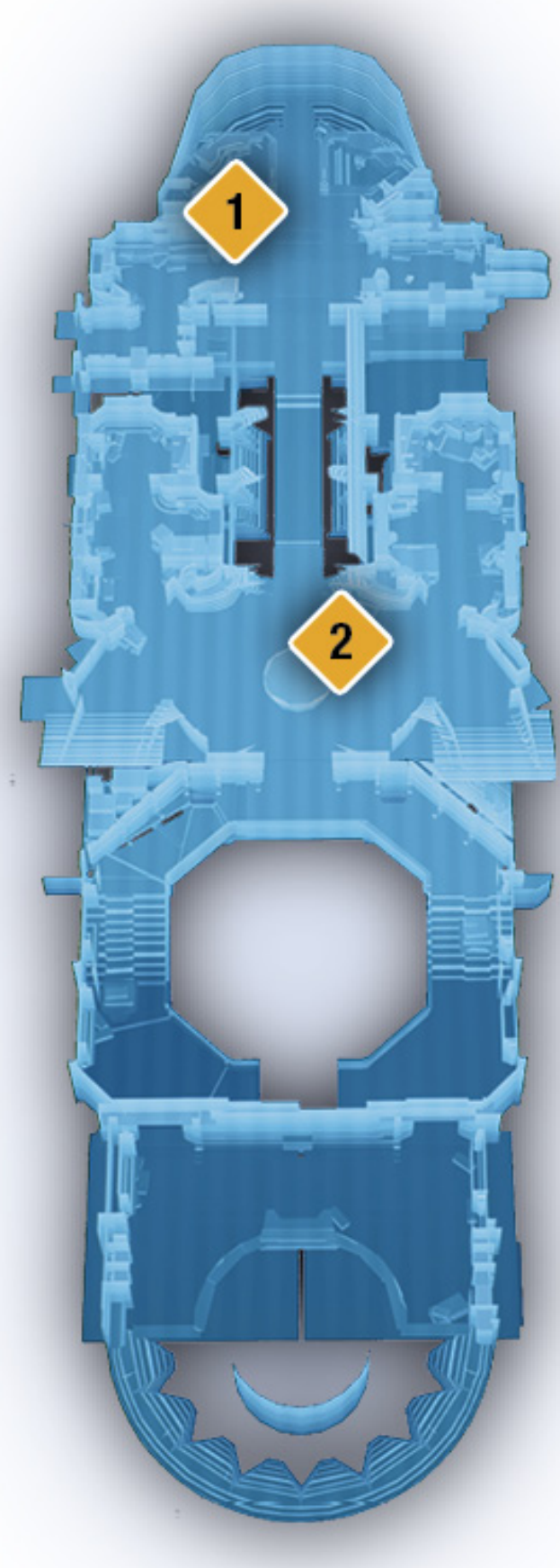
Mission Type: Heleus Assignment: Tempest

Prerequisite: After visiting Kadara Port, with all other conversations with Vetra completed; complete “Movie Night” missions “Getting Started” and “Snacks”

Start Location: Tempest Armory

Unlocking: Read email from Vetra

READ VETRA’S EMAIL



TEMPEST: ARMORY

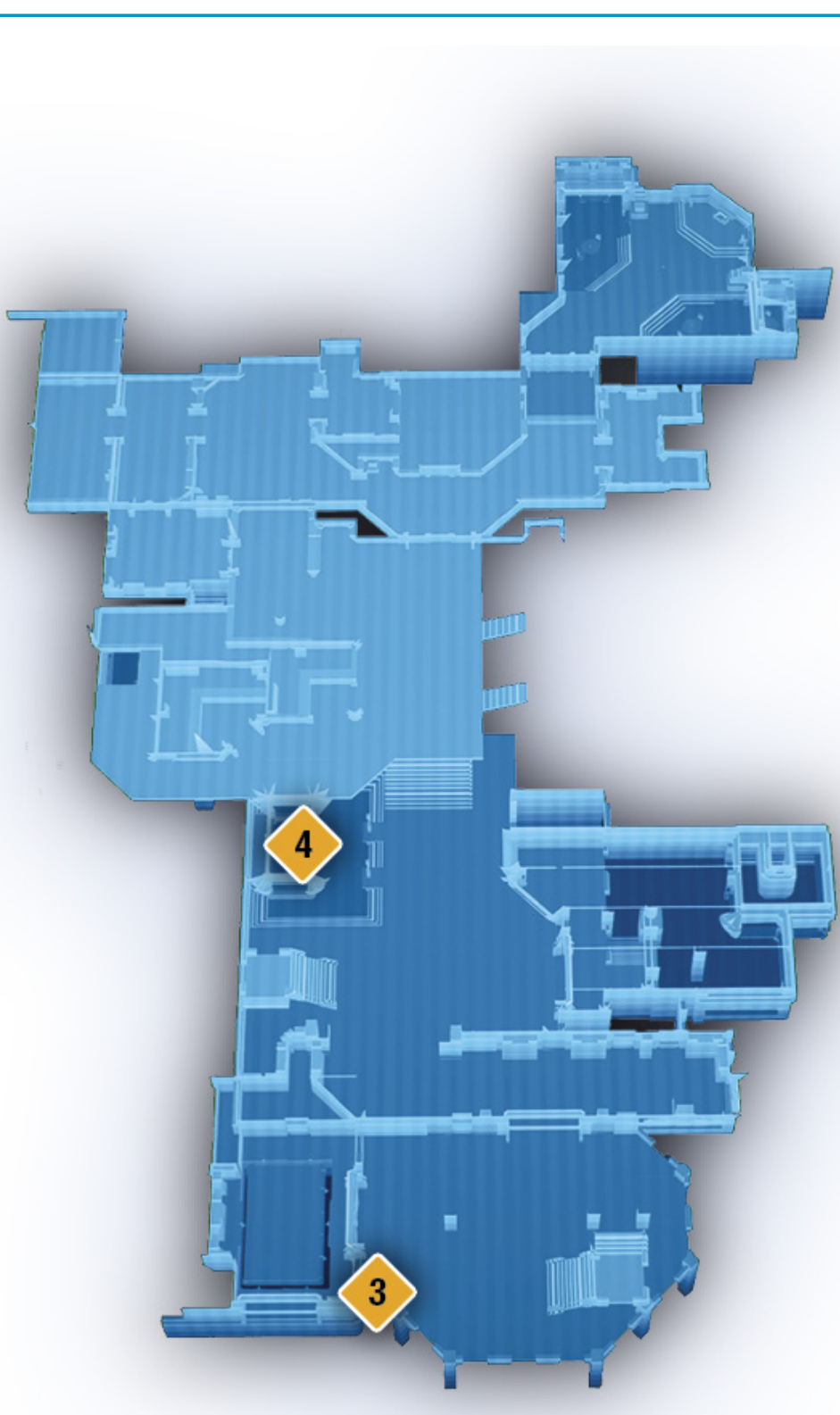
After helping Suvi in “Movie Night: Snacks,” look for an email **(1)** from Vetra. If you don’t see it, advance the Priority Ops progress a little more. Her email is titled “Suvi’s Movie Night Snacks.” Go talk to Vetra.

Suvi's Movie Night snacks
Thanks for listening.
That last talk
Kallo thinks I'm crazy
Update on Jaal
About SAM
Suvi's Movie Night snacks
To: Ryder
From: Vetra
Ryder:
Whatever Suvi's cooking up in the galley smells terrible. She says it's for a movie night? Good cause, bad choice of snacks.
I can do better. Come see me and I'll show you.
-Vetra

SPEAK TO VETRA

Vetra is either in the research room **(2)** or in her armory storage in the back-left corner of the cargo bay. Talk to her. She’s not happy with Suvi’s “green snack things.” She wants you to get popcorn from Kadara Port.

PROCURE SNACKS



KADARA PORT

Vetra isn’t impressed with Suvi’s movie-night snacks. She’s tracked down alternatives in Kadara Port. From the travel terminal **(3),** head into the market and find the salarian merchant **(4)** on the left in the first booth. In the Mod Merchant’s inventory, scroll over to the special items and look for “**Snacks**.” Buy them for 10 credits. Head back to the travel terminal **(3),** and then back to the Tempest.

MASS EFFECT ANDROMEDA

Secondary Ops

Movie Night: Getting Started

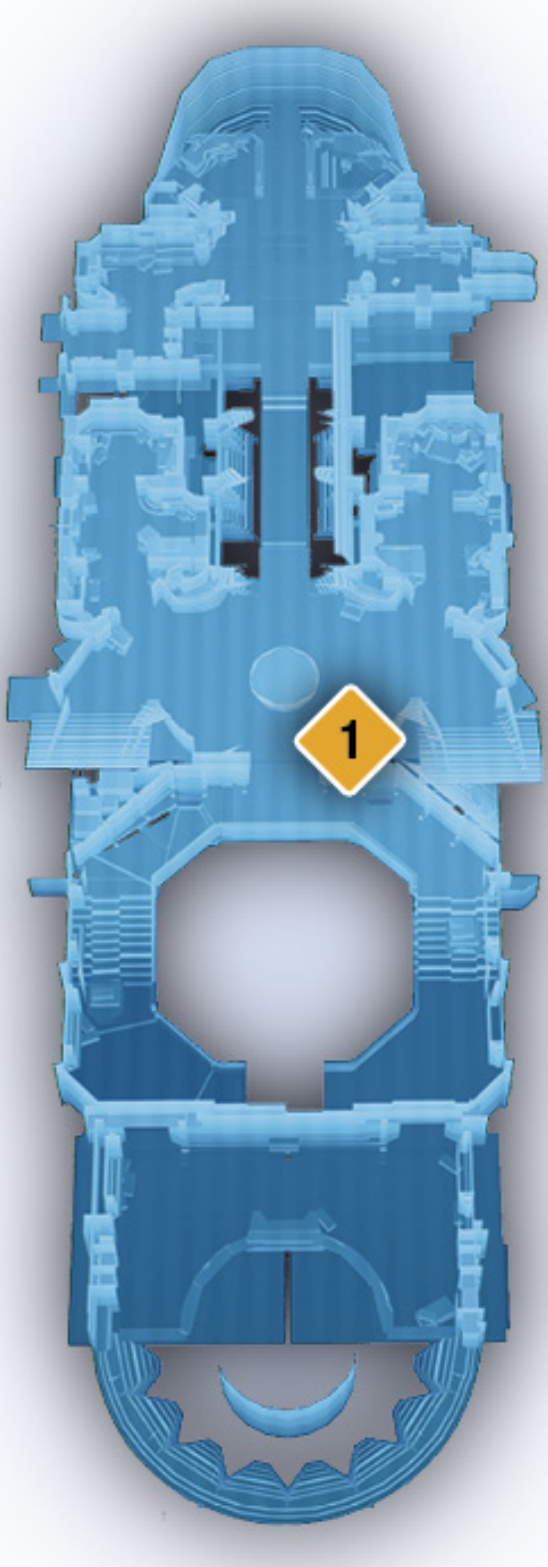
Mission Type: Heleus Assignment: Tempest

Prerequisite: After Aya; Jaal recruited; all other conversations with Liam are completed

Start Location: Nexus Operations

Unlocking: Talk to Liam on the Tempest

SPEAK TO LIAM



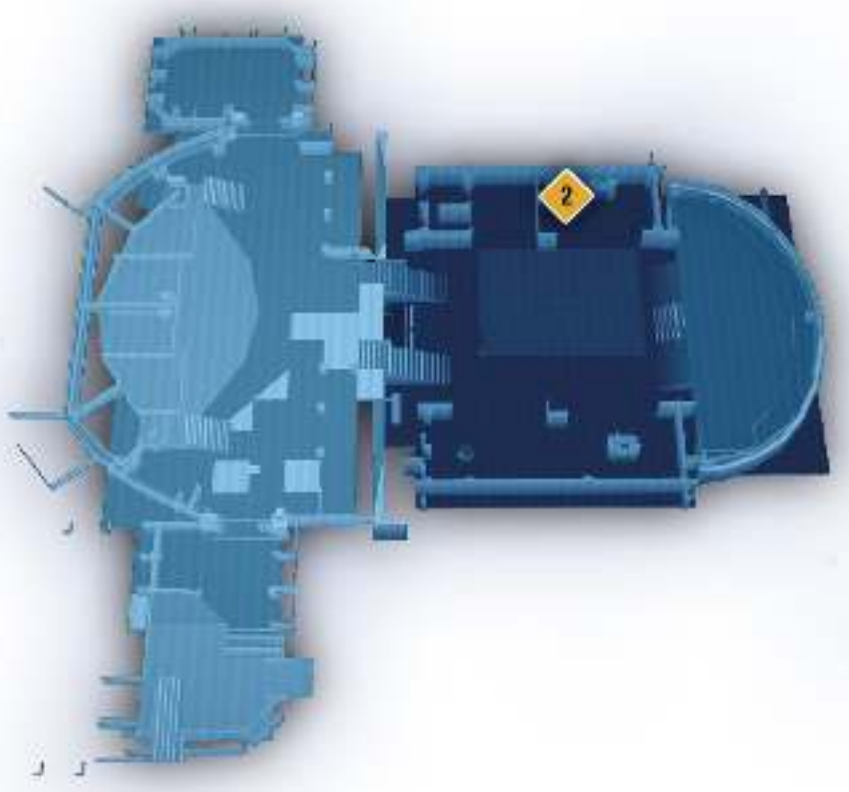
TEMPEST

FIVE MORE "MOVIE NIGHT" MISSIONS

Completing this mission starts a series of five more movie-night-themed missions.

This is the first of many "Movie Night" quests given by different crewmates, all centered around having a nice night off to watch a movie and kid around. Find Liam in his storage room in the cargo area of the Tempest, or in the research room **(1)** on the second floor. Talk to him and exhaust the conversation options in case you haven't spoken to him in a while. If Aya has been unlocked and Jaal has been recruited, then Liam talks about movie night and asks you for a library download.

GET A MOVIE LIBRARY DOWNLOAD FROM THE NEXUS



NEXUS: OPERATIONS

After unlocking this quest by talking to Liam on the Tempest. Enter the room adjacent to the prison cell and Arms Merchant, and look in the back-left corner for a console **(2)** that gives an Archive System prompt. Interact with this console to download the movies file. Now return to Liam (1) and talk to him to deliver the movie file. Look for an email from Suvi that launches "Movie Night: Snacks."

MASS EFFECT ANDROMEDA

Secondary Ops

Movie Night: Raise a Glass

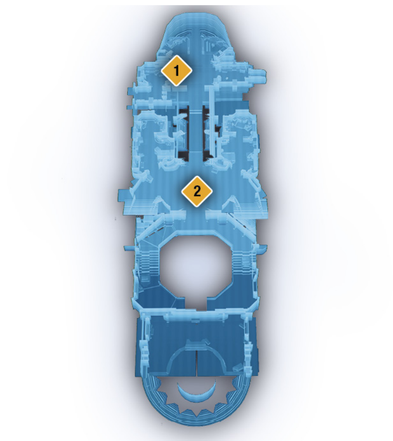
Mission Type: Heleus Assignment: Tempest

Prerequisite: After Mission 5, with all other conversations with Lexi completed; complete all previous "Movie Night" missions: "Getting Started," "Snacks," "Better Snacks," and "The Right Setup," plus Priority Ops mission "Meridian: The Way Home."

Start Location: Tempest

Unlocking: Read email from Lexi

READ EMAIL FROM LEXI

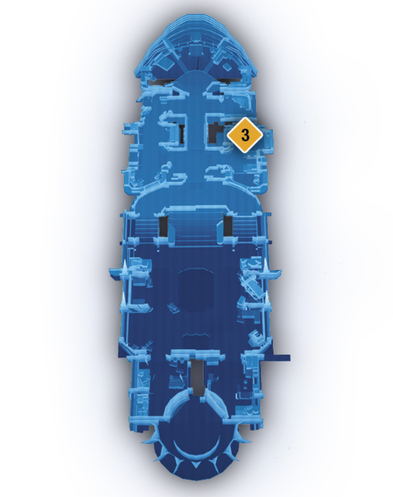


TEMPEST BRIDGE

If you aren't seeing this quest unlock, wait until you've advanced the Priority Ops further (try "Meridian: The Way Home" before probing for Scourge clusters—almost the end of the game). You're looking for an email **(1)** from Lexi titled "Movie Night Plans." She's concerned about everyone's safety and asks you to meet her on the Tempest.

Movie Night plans
To: Ryder
From: Lexi
Ryder,
Liam's Movie Night seems to be catching everyone's interest, especially Drack and Peebee. They're—well, perhaps we should talk. We might head off a medical emergency before it happens.
Lexi
Clows and gardens
I appreciate the support
Belief is weird.
Kett I-acts
Movie Night plans
Thanks for listening

TALK TO LEXI



TEMPEST

You can usually find Lexi in the medbay **(3),** or sometimes in the research room **(2)**. She's worried about the hooch Peebee and Drack are bringing to the party. She wants you to pick up something nicer—an asari liquor called Akantha. You can get it in the Nexus commons.

BUY ASARI LIQUOR

NEXUS COMMONS

With Liam's plans for movie night almost complete, Lexi suggests that asari liquor from the Nexus would make the evening better. On the first floor of the Nexus commons, head to the first merchant **(4)** along the right wall (to the right of the tram). From the General Merchant's Special category, buy **Akantha** for 10 credits and return to the Tempest.

MASS EFFECT ANDROMEDA

Secondary Ops

Movie Night: Snacks

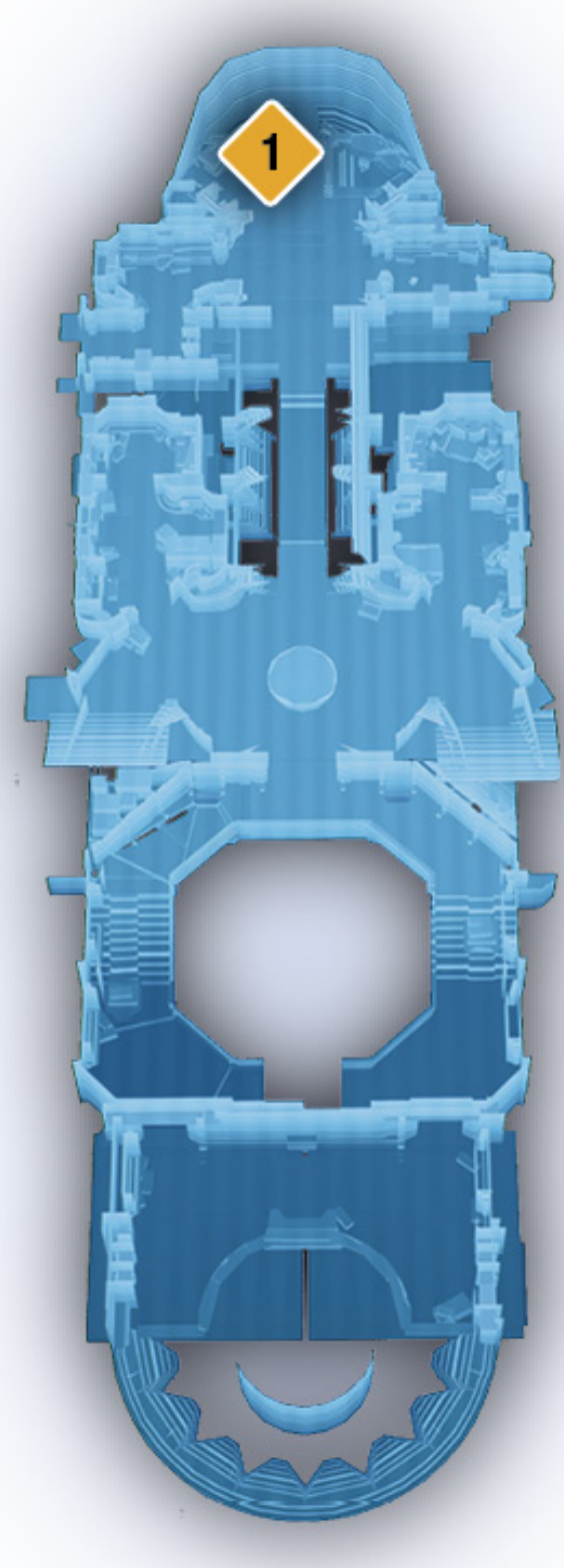
Mission Type: Heleus Assignment: Tempest

Prerequisite: Complete "Movie Night: Getting Started"; all other conversations with Suvi must be cleared

Start Location: Tempest

Unlocking: Speak to Suvi

READ EMAIL FROM SUVI

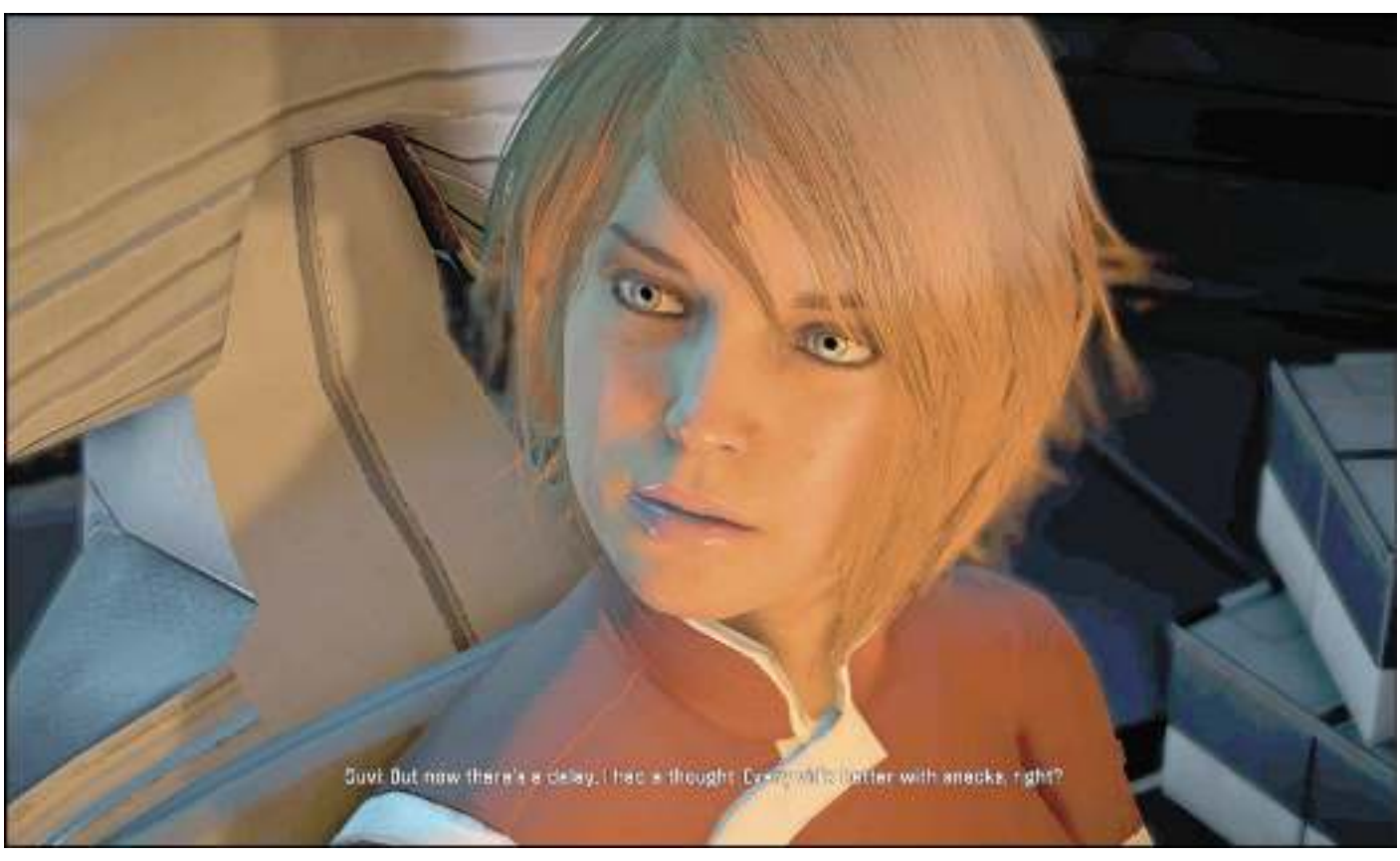


TEMPEST

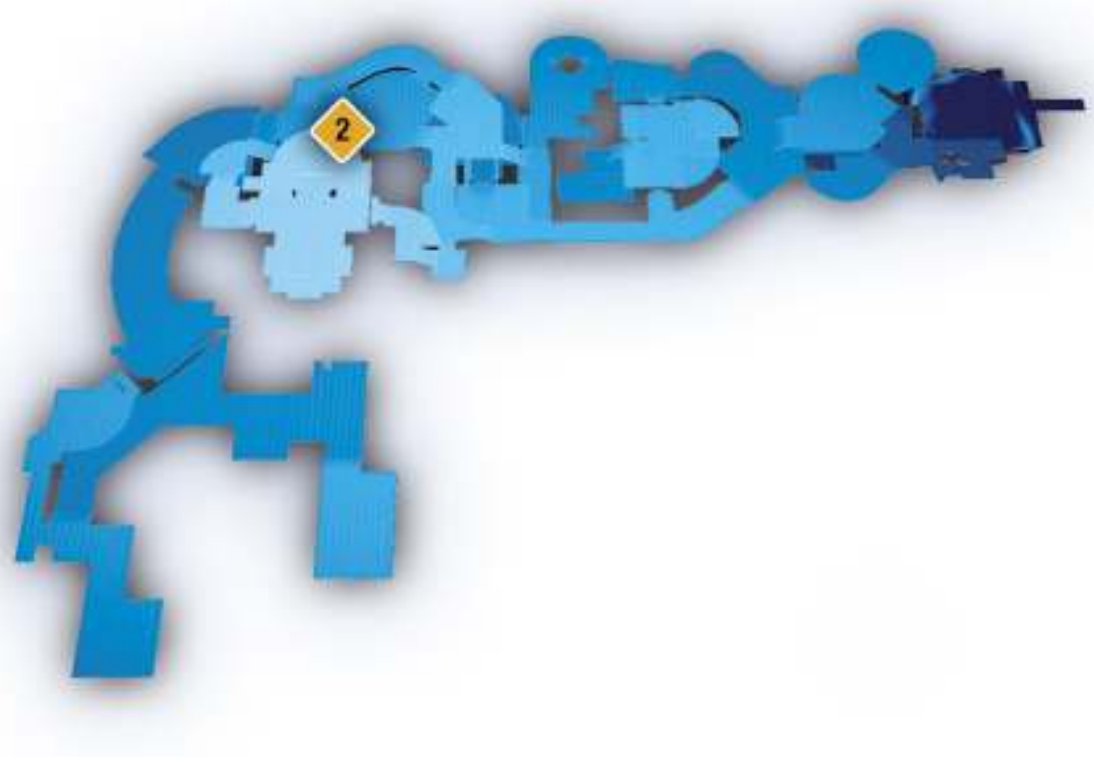
Check the email terminal on the bridge. Look for Suvi's "About Liam's Movie Night" email. She wants to talk to you about snacks.

SPEAK TO SUVI

You can find Suvi **(1)** where she always is, at the science officer seat on the bridge of the Tempest. She thinks snacks would be great for this movie night that you and Liam are planning. She found an angaran recipe for little morsels you can make from a local Heleus plant. She wants you to get a rare plant found on Aya.



FIND A PLANT FOR SUVI



AYA MARKET

Suvi has offered to make snacks for Liam's movie night but needs specific ingredients. Go to the market **(2)** on Aya and talk to the General Goods Merchant (first on the right) until she shows you her goods. Scroll over to her specials and down until you find the **Tavarv Plant**. Purchase it for 10 credits.

RETURN THE PLANT TO SUVI

TEMPEST BRIDGE

Back on the bridge, talk to Suvi about the plant she wanted for movie night, and she thanks you and details a recipe she's going to try. Now look for an email from Vetra that launches "Movie Night: Better Snacks."

MASS EFFECT ANDROMEDA

Secondary Ops

Movie Night: The Final Piece

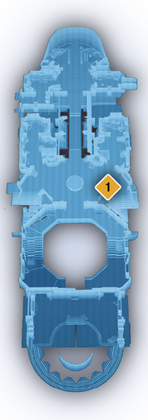
Mission Type: Heleus Assignment: Tempest

Prerequisite: After Mission 5, with all other conversations with Liam completed; complete all previous "Movie Night" missions: "Getting Started," "Snacks," "Better Snacks," "The Right Setup," and "Raise a Glass"

Start Location: Tempest

Unlocking: Speak to Liam on the Tempest

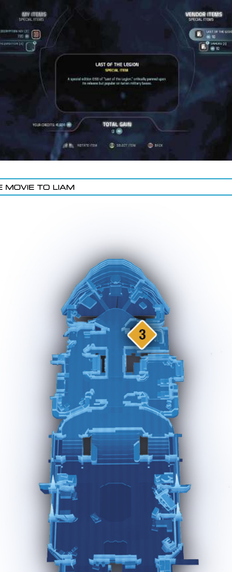
TALK TO LIAM



TEMPEST

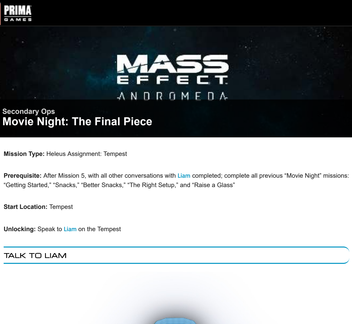
After completing "Raising a Glass," Lexi wanted you to ask Liam what time the party's going to start. You can find Liam in his storage room downstairs, or in the research room (**1**). Liam wants the evening to be perfect, so now he's second-guessing the movie selection and wants you to get *The Last of the Legion*. The banned version, remastered…

LOCATE THE MOVIE



KADARA PORT

Everything is ready, and the crew is invested in movie night. You just need this one last thing. Head to the Mods Merchant (**2**) in Kadara Port. Purchase *The Last of the Legion* from his Special category for 10 credits and return to the Tempest.



RETURN THE MOVIE TO LIAM

TEMPEST

Tell Liam (**1**) you found the rare version of the movie he requested. He's ecstatic. He tells you they've rigged everything up in your quarters and to go there and call everyone in when you're ready.

CALL THE CREW TOGETHER FROM THE PATHFINDER'S QUARTERS

MASS EFFECT ANDROMEDA

Secondary Ops

Movie Night: The Right Setup

Mission Type: Heleus Assignment: Tempest

Prerequisite: After Mission 4, with all other conversations with Jaal completed; complete all previous "Movie Night" missions: "Getting Started," "Snacks," and "Better Snacks"

Start Location: Tempest

Unlocking: Read email from Jaal

READ EMAIL FROM JALL

TEMPEST BRIDGE

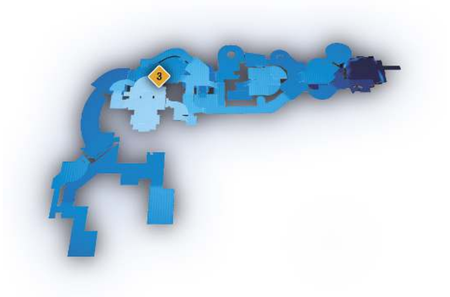
As soon as you finish "Movie Night: Better Snacks," Jaal wants to add something to the party. Read the email **(1)** from Jaal titled "A Communication Concerning Movies." He wants to explain.

TALK TO JAAL

TEMPEST

Go talk to Jaal. You can find him in the tech lab **(2)** or the research room **(2)**. He wants to work on the sound system so the movie can be enjoyed the angaran way…by feeling it in their skin. There are components at the Aya Market.

OBTAIN THE COMPONENTS



AYA MARKET

Jaal believes he can create a superior audio-visual setup for movie night, with Gil's help and certain angaran components. Talk to the General Goods Merchant **(3)** in the Aya Market, and look through her Special category for the **vid components**. Buy them for 10 credits and return to the Tempest.

RETURN THE COMPONENTS TO JAAL

TEMPEST

Head back to Jaal and let him know you got the components. He and Gil are going to try to rig something with the existing system. Now wait until you've advanced the Priority Ops further (try "Meridian: The Way Home" before probing for Scourge clusters—almost the end of the game). You're looking for an email from Lexi titled "Movie Night Plans," which kicks off "Movie Night: Raise a Glass."

MASS EFFECT ANDROMEDA

Secondary Ops

Murder in Kadara Port

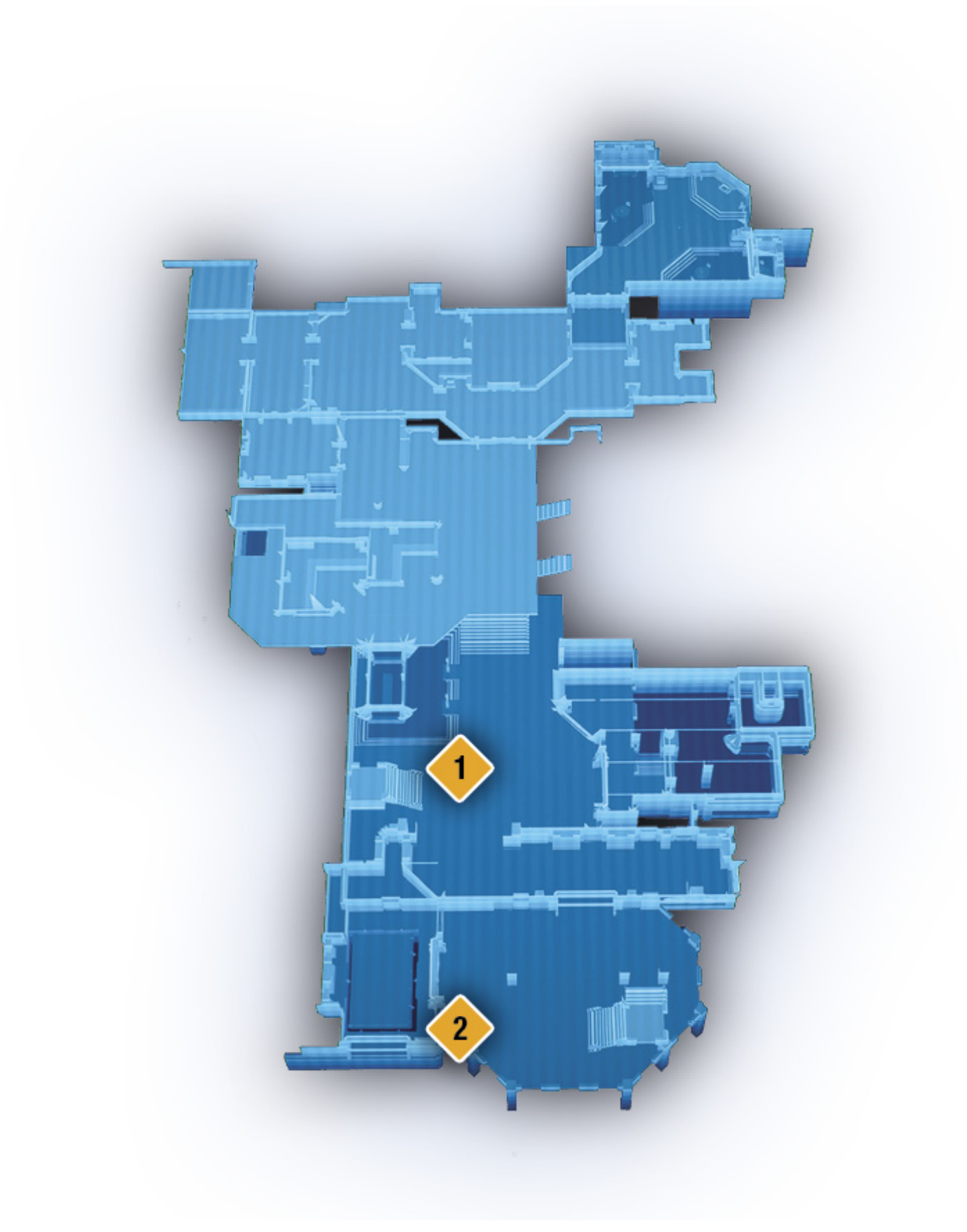
Mission Type: Heleus Assignment: Kadara

Prerequisite: Must have interrogated Vehn Terev in “Hunting the Archon”

Start Location: Kadara Market

Unlocking: Scan the deceased angara

SCAN THE CORPSE



KADARA MARKET

A corpse **(1)** has been discovered in the market. This is the latest in a string of murders plaguing Kadara Port. Approach the murder scene, which is almost impossible to miss, as it’s in the middle of Kadara Market.

A bar patron nearby claims the Charlatan has struck again. Scan the body to begin the mission. The scan reveals the victim was intoxicated and bled out of multiple stab wounds. Wounds to the face were made postmortem. The Outcast guard reveals there have been seven murders, by his count. SAM suggests you speak to Reyes about this. Head to the terminal at the docks to travel to the Kadara Slums **(2)**.

SPEAK TO REYES ABOUT THE MURDERS

KADARA SLUMS

A PEOPLE DIVIDED

“Murder in Kadara Port” ends here, but the adventure picks up in “A People Divided,” where you reach the crime scene Reyes directed you to.

Head to the second floor of the Kadara bar and find Reyes (who is romanceable by either gender, by the way) sitting in a corner couch in his “office” **(3)**. Speak to the debonair Kadaran and tell him about the dead body outside Kralla’s Song (the bar at the market—there aren’t enough bars in Kadara). You add that it looks like the work of the Charlatan.

Reyes is *very* familiar with the Charlatan’s work, and to him, this doesn’t fit the profile. Leaving the bodies to be found is not the Charlatan’s style. Reyes believes the murderer is a Roekaar. In the last conversation option, you can start romancing Reyes by replying, “You need me, huh?” Or if you’re not interested, choose one of the other two answers when he asks about the opportunity to win friends in Kadara Port. Lastly, he tells you one of the crime scenes isn’t far and sends you a navpoint.

MASS EFFECT ANDROMEDA

Secondary Ops

Nakmor Drack: A Future for Our People

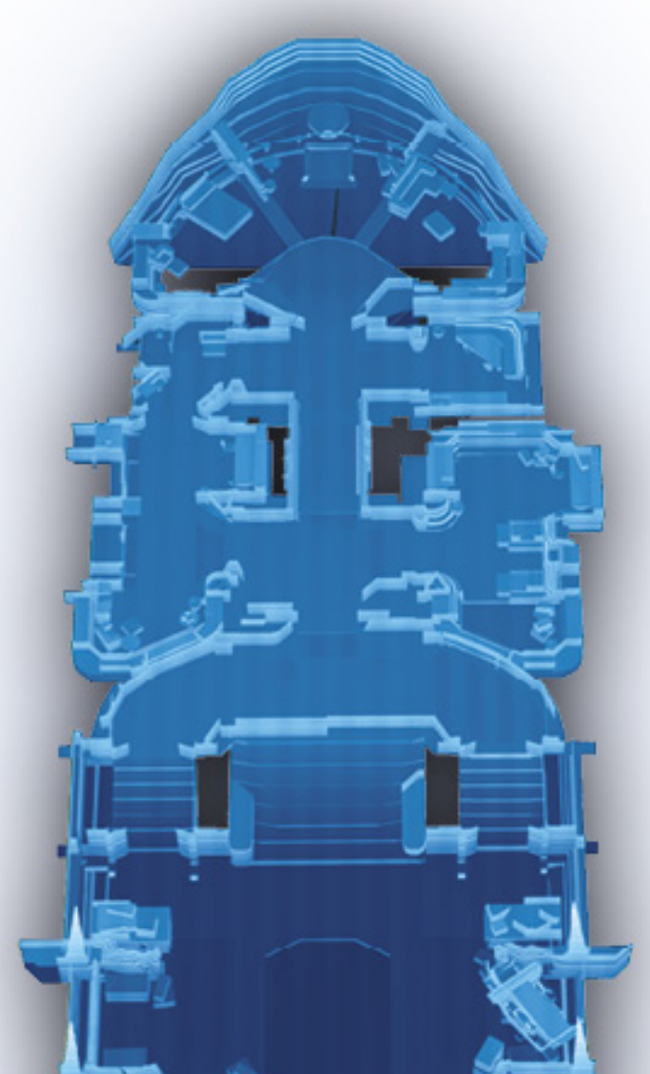
Mission Type: Allies and Relationships

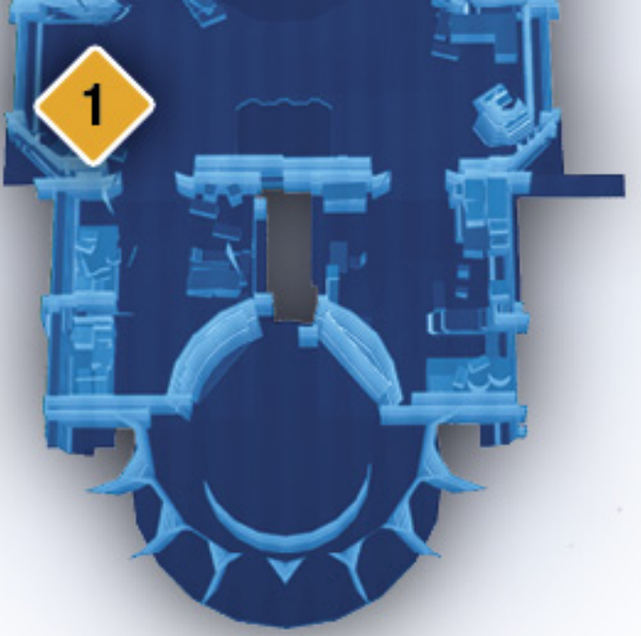
Prerequisite: Complete "Nakmor Drack: Krogan Betrayal"

Start Location: Tempest

Unlocking: Speak to Drack

SPEAK TO DRACK ON THE TEMPEST



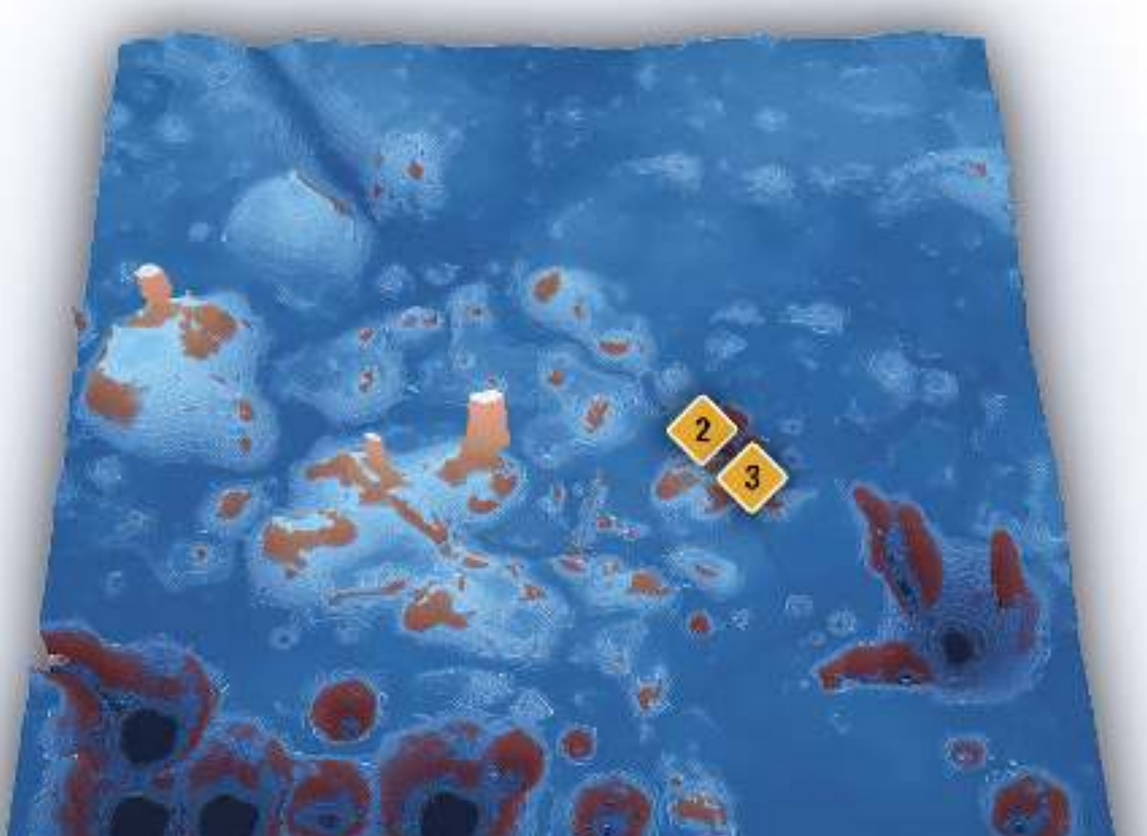


TEMPEST: GALLEY

Speak to Drack **(1)** in the Nexus galley to complete "Nakmor Drack: Krogan Betrayal." You were going to talk about Spender and that you're hacking his scanner, but Drack pulls you into another mission—one that will save many krogan babies. He needs your help getting back the stolen seed vault. This continues the Spender quest. The exile smuggler known as Aroane is working with Spender to steal the transport from the krogan. Recover this seed vault transport along with the evidence found in Spender's apartment to nail the corrupt Nexus politician to the wall.

SPEAK WITH HARK ATTHE GREENHOUSE

ELAADEN

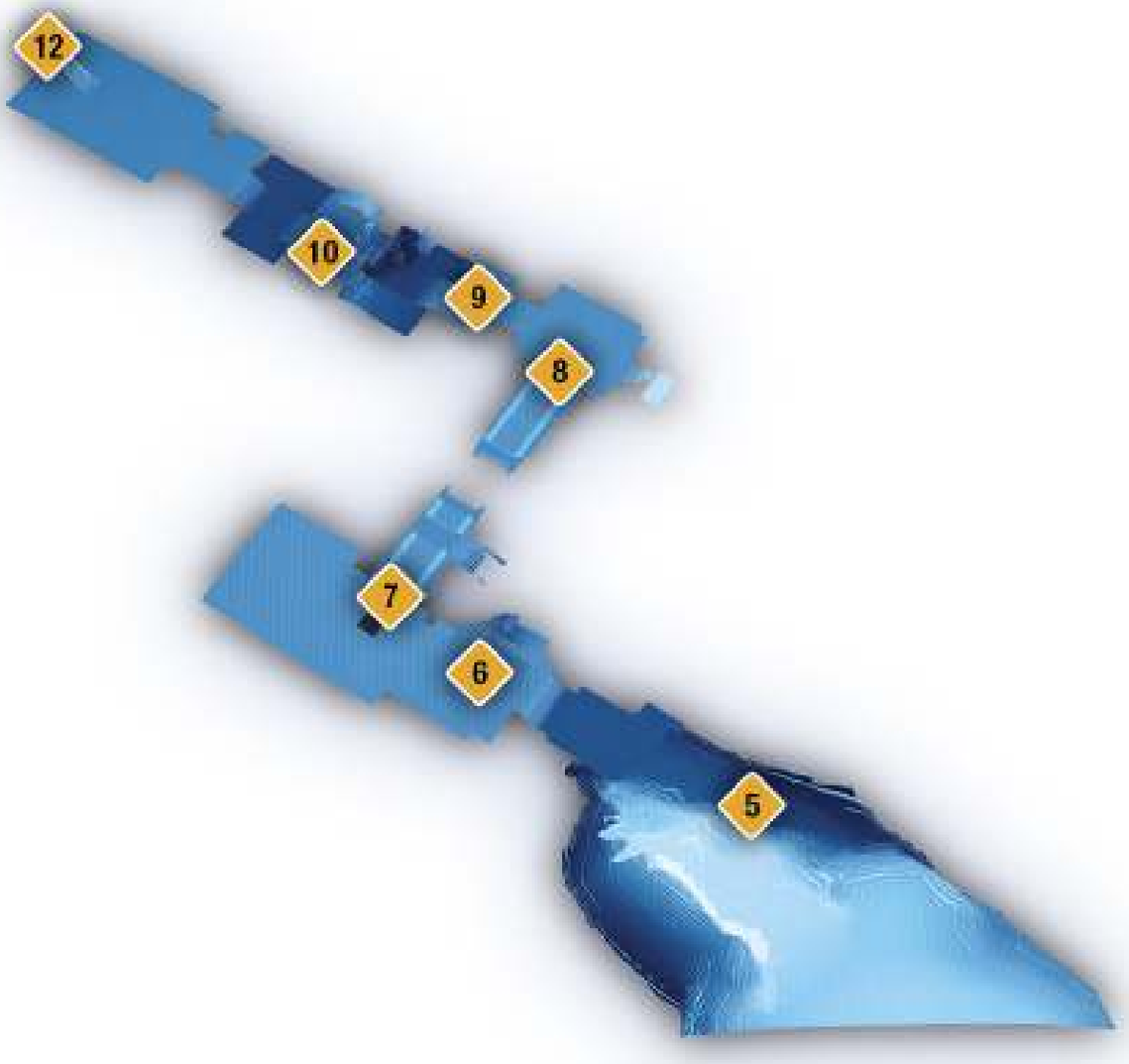


You land at the Initiative outpost **(2)** on Elaaden. Enter the New Tuchanka krogan base (go to your neighbors for sugar) **(3)**.

KROGAN COLONY

Head to the lowest levels of the krogan colony base until you reach the greenhouse **(4)**. Speak to Hark behind the counter. He tracked the stolen transport to one of Elaaden's moons. Morda thinks Vorn took the transport for a sample run, and Hark didn't tell her otherwise.

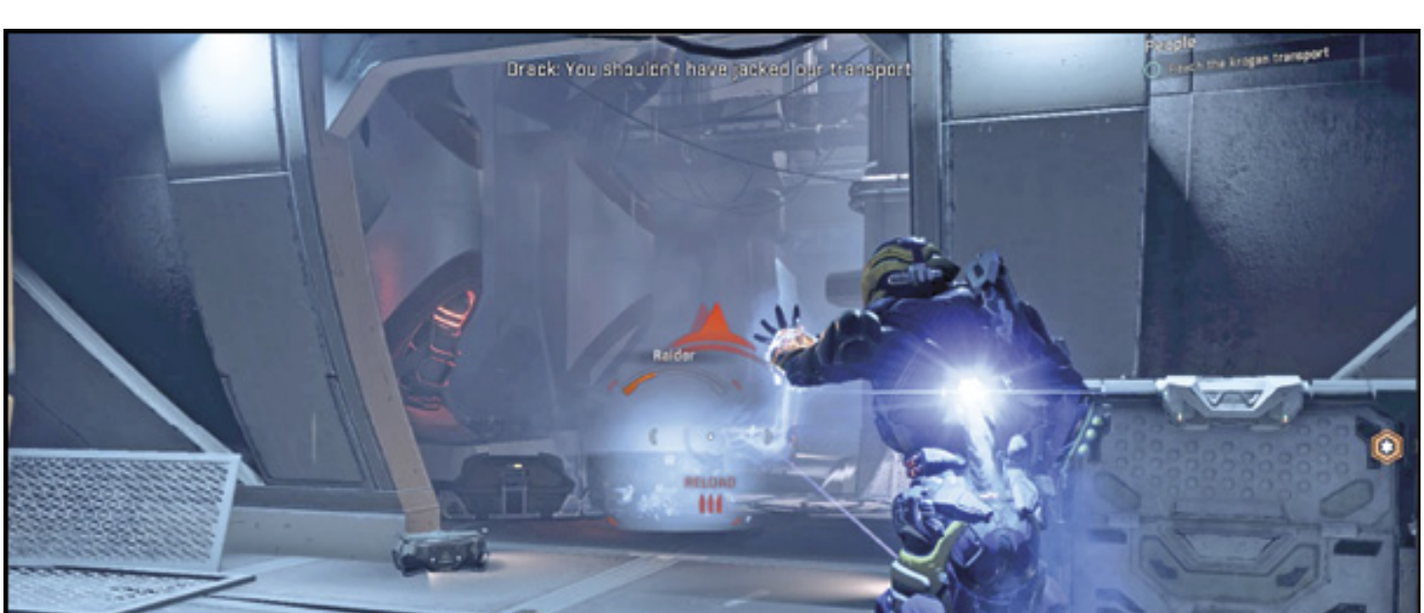
REACH THE KROGAN TRANSPORT



KADARA'S MOON

You start **(5)** on the moon just outside a large complex. Begin pushing into the building. Defeat the Raiders on the porch **(6)** and inside the large hangar-like entrance, then take the hallway **(7)** heading toward the navpoint. Open the door at the end of the hallway **(8)**.

Aroane and his Raiders see you coming, and your team explains Spender's role in getting the codes to the transport. Aroane takes off running.



Defeat the Raiders in the room **(9)** and watch for the Sharpshooter **(10)** in the crow's nest up in the top-left side of the structure. When you past under his tall platform, you start confronting Adhi and a Pariah with more Raiders. Once they're dead, head up the stairs **(10)** and defeat Raiders on the other side of the locked gate **(11)**. Scan the gate.

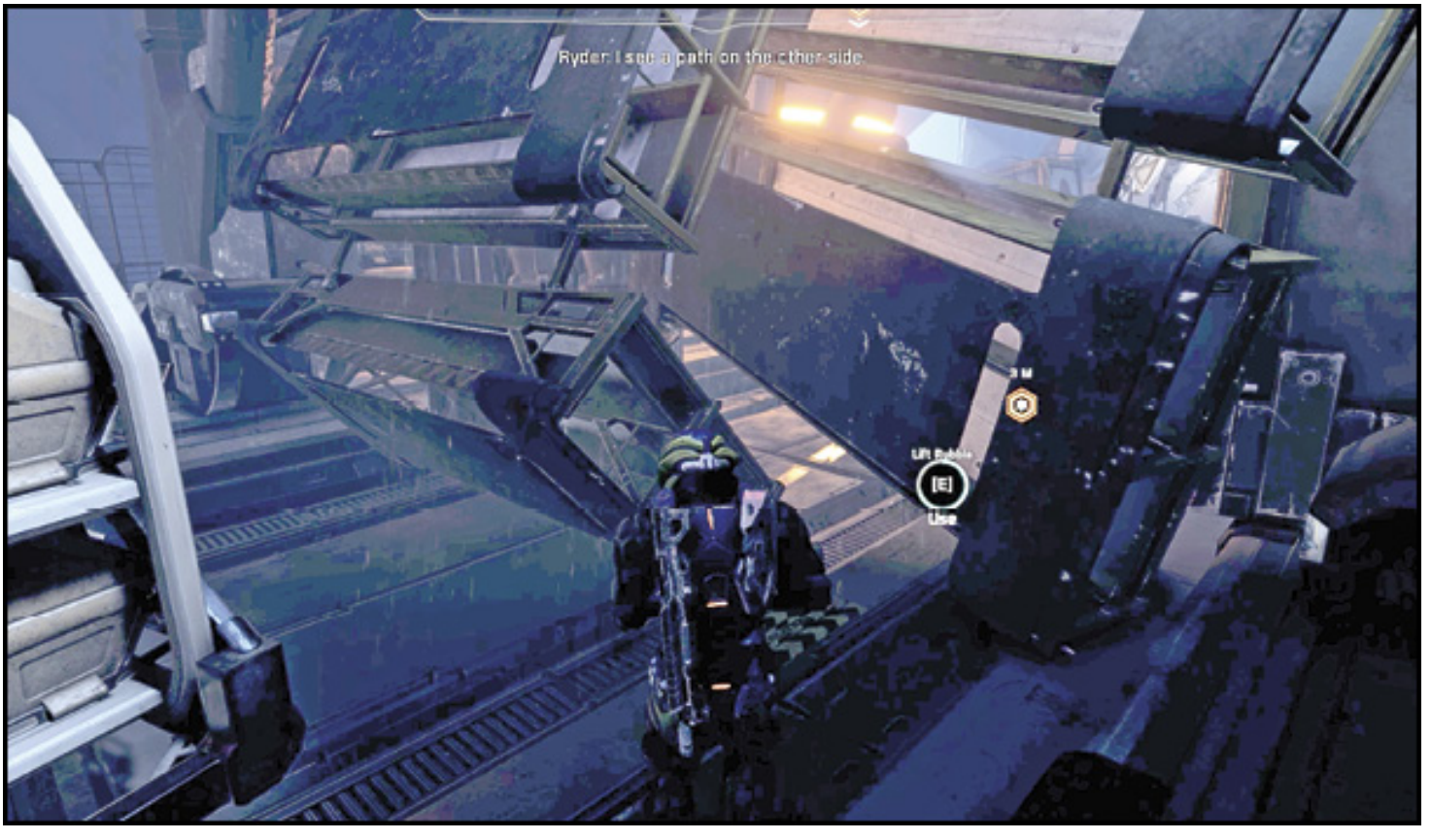
TAKE THE LOWER ROUTE

Head back down the stairs **(10)** and continue to defeat Raiders and Sharpshooters to get to the indoor stairwell **(12)**. Climb the stairs and enter the room above **(13)**. This is the same room where you attacked Raiders through the locked gate. Follow the navpoint around the corner, and climb the piles of crates and equipment at the end of the hallway **(14)**.

You're now on a third-level catwalk of the larger facility, and the next navpoint can be seen to your right as you run to a hole in the grate flooring. Drop through to get back down **(15)** to the second level (clearing the debris in the same hallway).

In the tram tunnel **(16)**, defeat the Adhi behind gates and in the tunnels, along with the Raiders, a Saboteur, and Sharpshooters. Follow the navpoint to end up at another crate obstruction **(17)**.

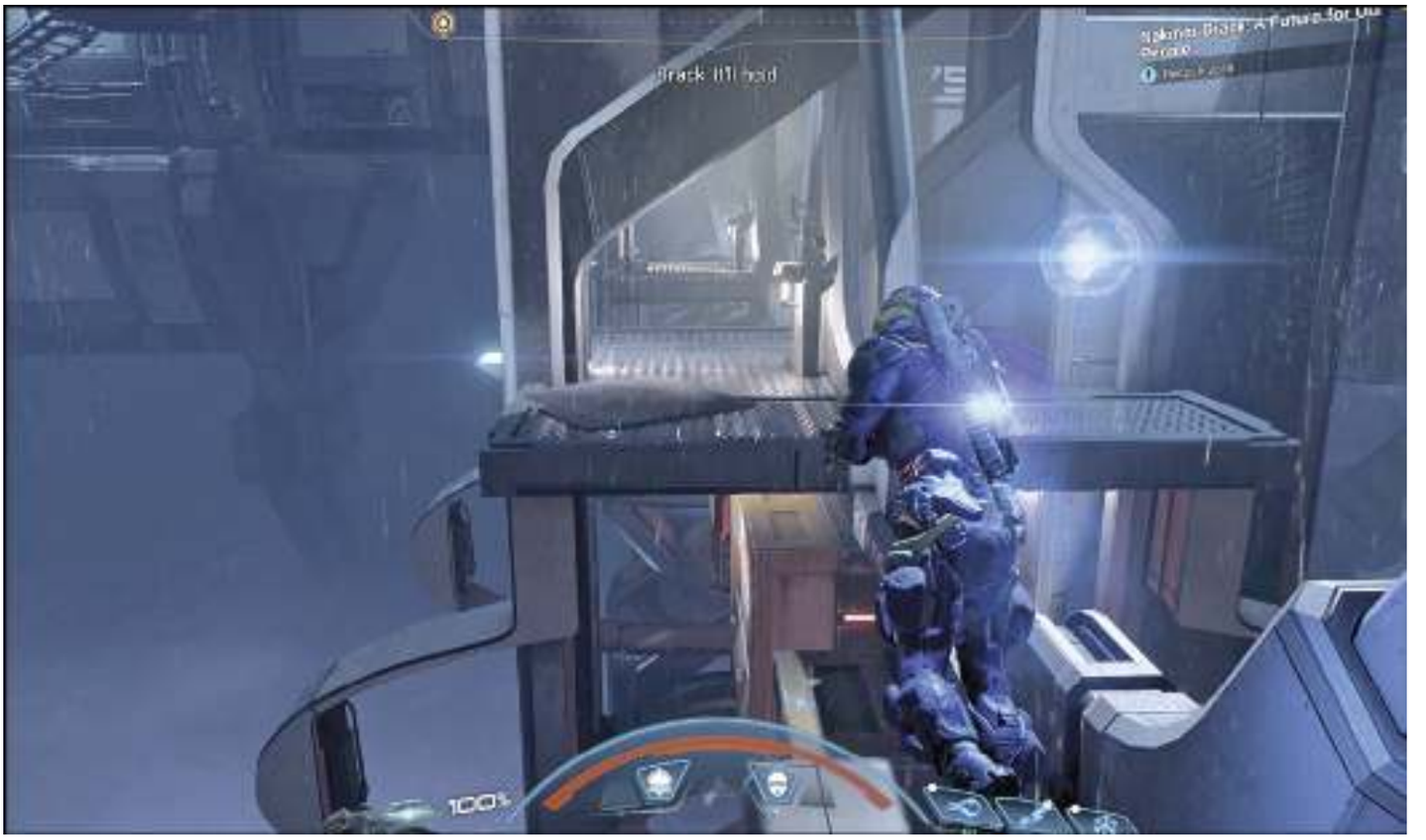
Lift the rubble at the Lift Rubble prompt near the gap at the bottom of the pile and in the middle of the tracks. Once you're through, you hear Vorn on comms. He was on the ship doing inventory when the pirates stole it. It happened so quickly he couldn't warn anyone. He says they have him locked up in a container.



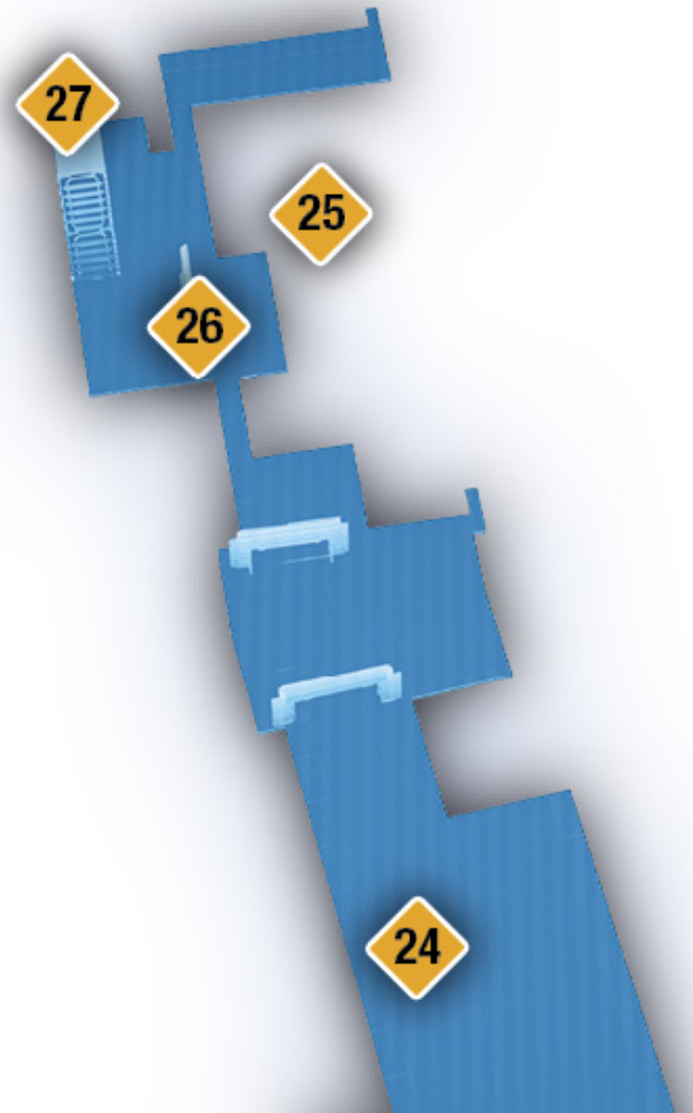
During the same cutscene, you and Drack see the dropship getting ready to take off, securing Aroane's escape with the seed vault. Drack must decide whether to retrieve the seed vault or save Vorn. He goes for Vorn.

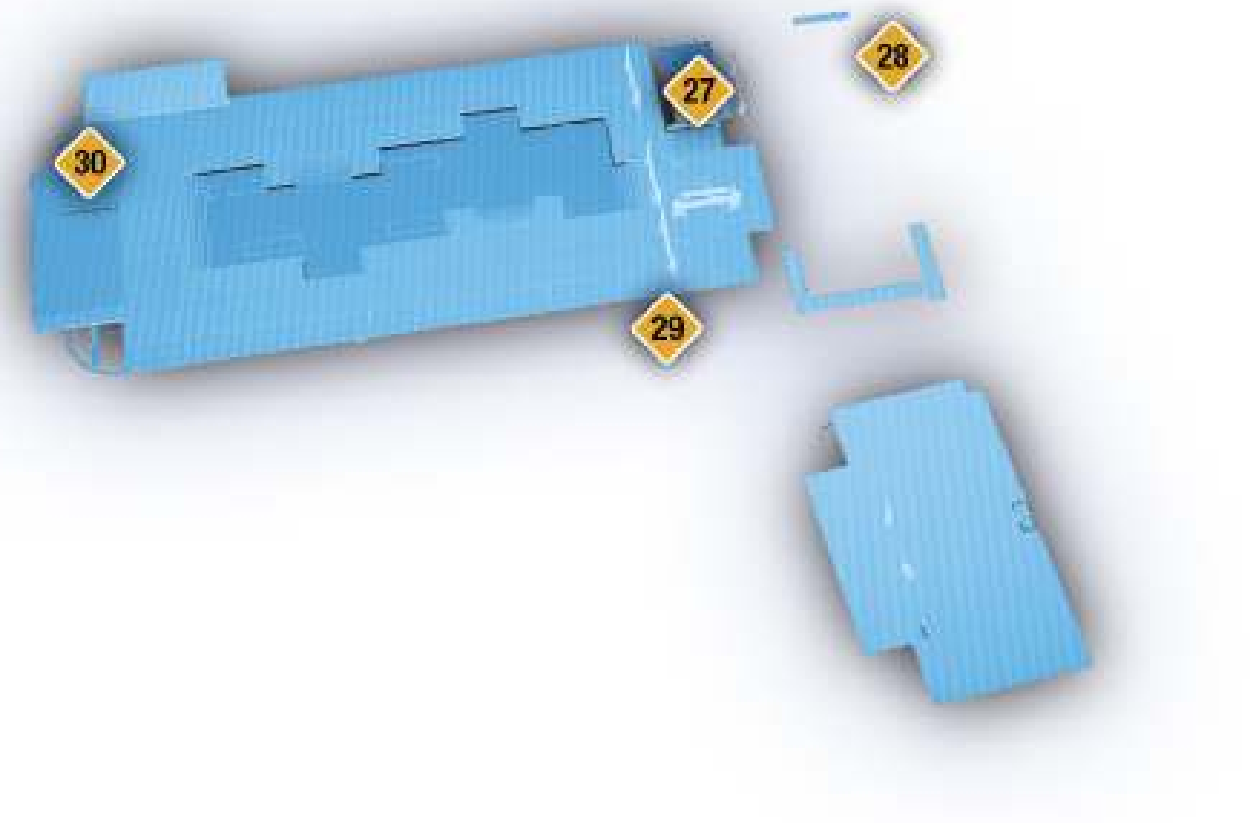
JUMP ACROSS THE GRATES

You regain control on the rails. Drop down off the side of the rails onto a lower grate platform **(18)**, then jump across the gaps to make it to the east-side rails **(19)**. Run into the open building and defeat the Raiders and Sharpshooter inside **(20)**. Find the exterior landing **(21)** through an opening on the left; take the stairs up to the next floor **(22)**.



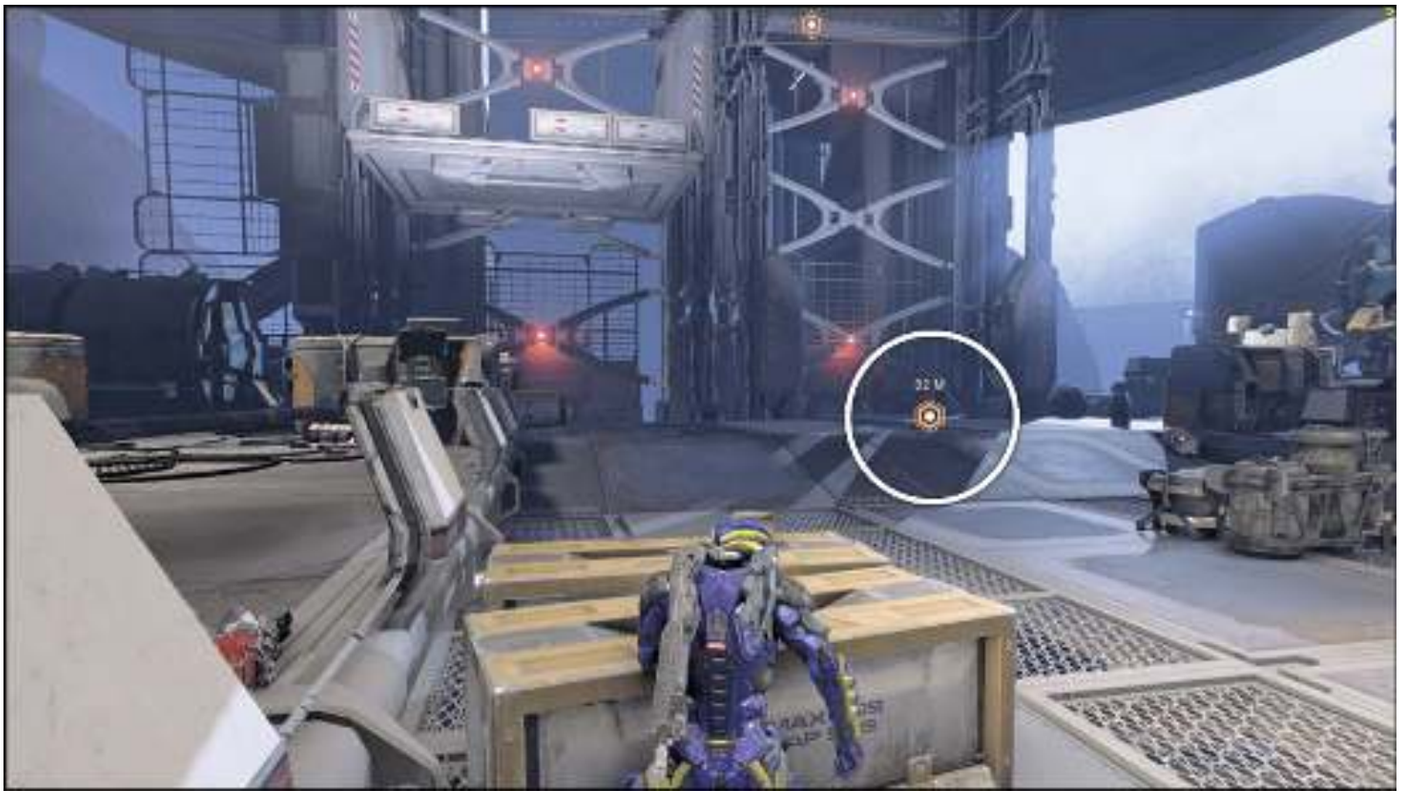
RESCUE VORN





Open the large door **(23)** on the left at the top of the stairs. You catch up to Aroane in a large warehouse. He screams that he's going to destroy everything you care about. When control returns to you **(24)**, you find yourself in the middle of the room. Get to cover or just start annihilating things. Here you face numerous Adhi, an Anarchist, and more Raiders. Deep in the back of the warehouse, you run into Sharpshooters.

The next navpoint **(25)** indicates something on the floor above. Open the door **(26)** and use the stairwell **(27)** to reach the next level up **(28)**.



Push through into the room, where you can find Vorn in a container guarded by two Raiders. Take out the enemy and let Vorn out. After the conversation, during which Vorn takes a hit for Drack, Drack bursts through the nearby wall **(29)** and goes on a rampage. Help him defeat the enemies, or rush to the elevator switch **(30)** in the back-right corner and escape the battle to start an even bigger one above **(31)**.

SECURE THE KROGAN TRANSPORT

On the way up the lift, you see the transport ship warming up to leave. Vorn overrides the controls to keep the docking clamps shut. You start at the top of the lift **(31)**. Head into the middle of the arena **(32)** to battle Raiders, Adhi, Sharpshooters, and a Pariah.

Once you take out that wave, a dropship delivers Raiders on either the middle platform or the single one on the left **(33)**. Eliminate this wave as well, and look for others camping out on the other landing pads **(34)(35)**. Sharpshooters like those positions.

Lastly, two Hydras arrive. Use your team and all the great cover provided by the arena to defeat them. Clear out all enemies to complete the objective. Time to release the docking clamps.

RELEASE THE DOCKING CLAMPS

Once all the Raiders are toast, head to the console **(36)** that controls the docking clamps. You find Vorn hiding behind the controls. Use the console.

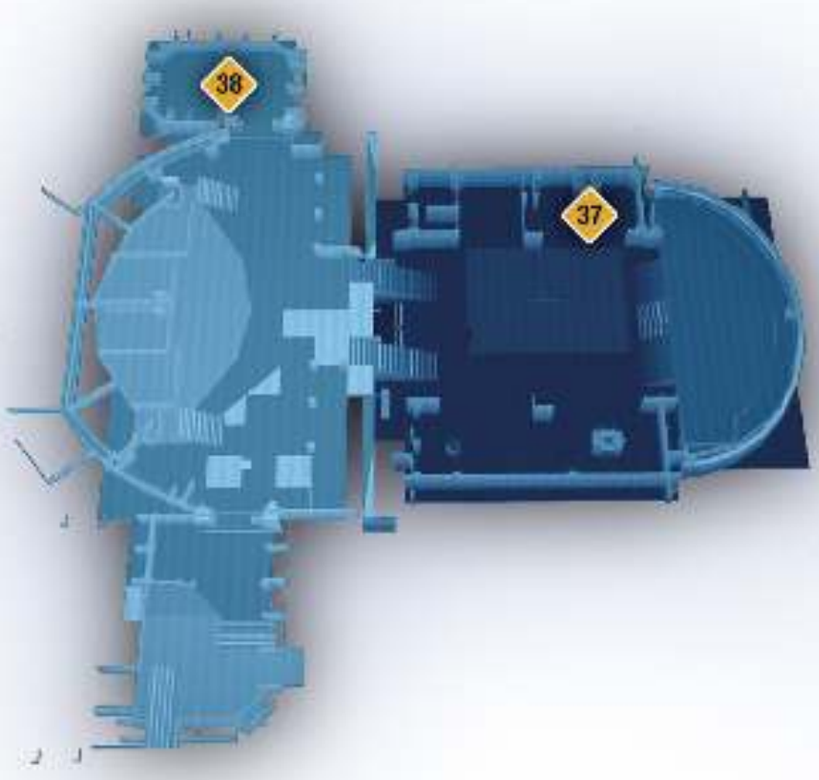
Aroane comes up behind Vorn and puts a gun to his head. Your conversation options all lead to Vorn pulling out a krogan root that inflicts a gas-bomb effect on all non-krogan. It puts Aroane on his butt, and Drack drags him to a ledge and hangs him over by his feet. You can choose to save him or let Drack drop him.

After sparing or dropping Aroane, you and Drack have a long conversation back on Kadara. Finish out the conversation discussing how Spender's going to be nailed to a wall. Drack opens up to you at the end, and you earn his loyalty right there.

YOU JUST EARNED DRACK'S LOYALTY

You earn Drack's loyalty after saving Vorn and returning to Kadara. But the quest continues…

RETURN TO NEXUS CONTROL



This objective completes when you run through the commons to get to the tram on your way to operations.

REVIEW EVIDENCEAGAINST SPENDER

NEXUS OPERATIONS

Enter operations and use the security footage console **(37)**. Here you access the “Unscrambled Exchange” email. It’s from Spender, who’s written out…basically his confession to everything. The evidence is that bad.

SPEAK WITH DRACK ON THE NEXUS

TESH’S OFFICE

Head to Tesh’s Office **(38)** to talk to Drack. Drack asks if you’re ready to go deal with Spender. Choose “Yes” to progress the quest. No choice changes the outcome. You head to Spender in the same cutscene.

DEAL WITH SPENDER

During the cutscene conversation, Spender first tries the “They were going to kill me” excuse. Eventually, after much backpedaling, Kandros plays the audio confession from Aroane. Spender loses his cool and shows his dislike for the krogan.

In a conversation option, you can put blame on Addison (depending on what you really think of her), or you can pin it on Spender alone. Finally, you get to choose whether to jail Spender or exile him. Drack thanks you for helping, and the quest ends.

MASS EFFECT ANDROMEDA

Secondary Ops

Nakmor Drack: Clutch Moment

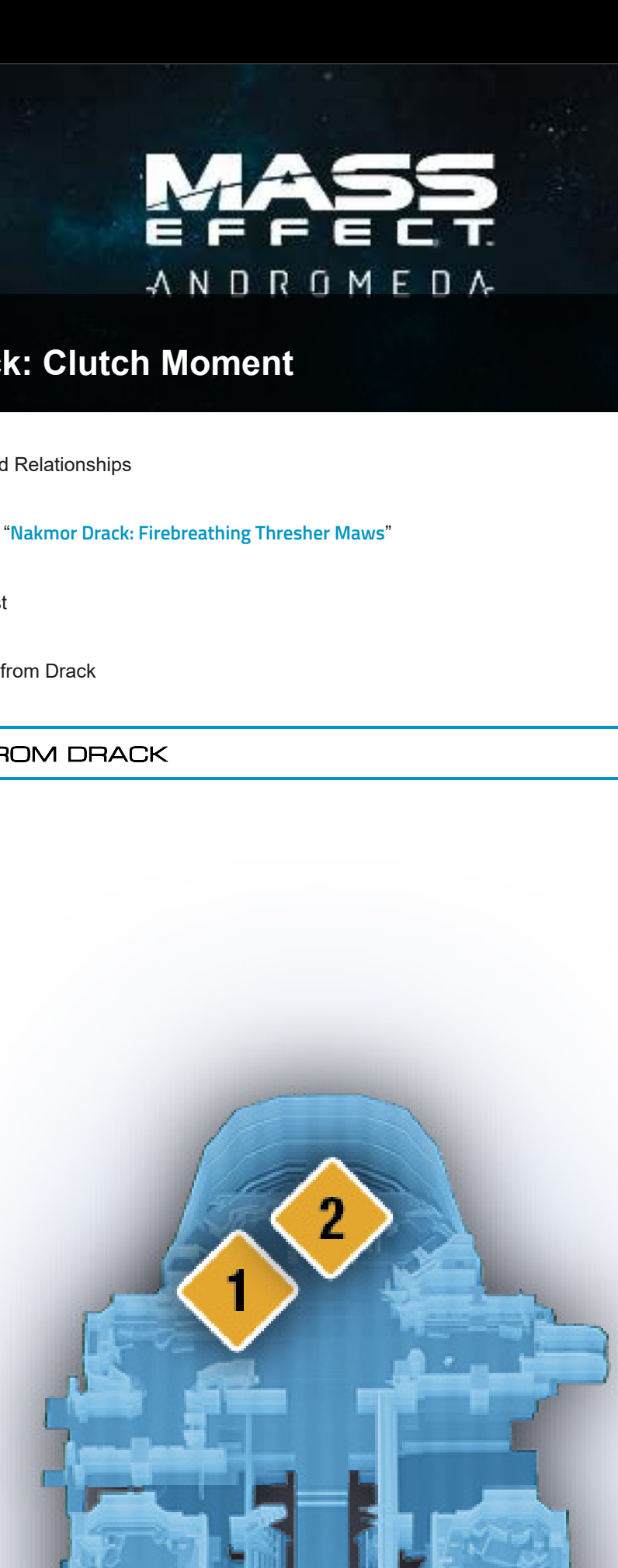
Mission Type: Allies and Relationships

Prerequisite: Complete "Nakmor Drack: Firebreathing Thresher Maws"

Start Location: Tempest

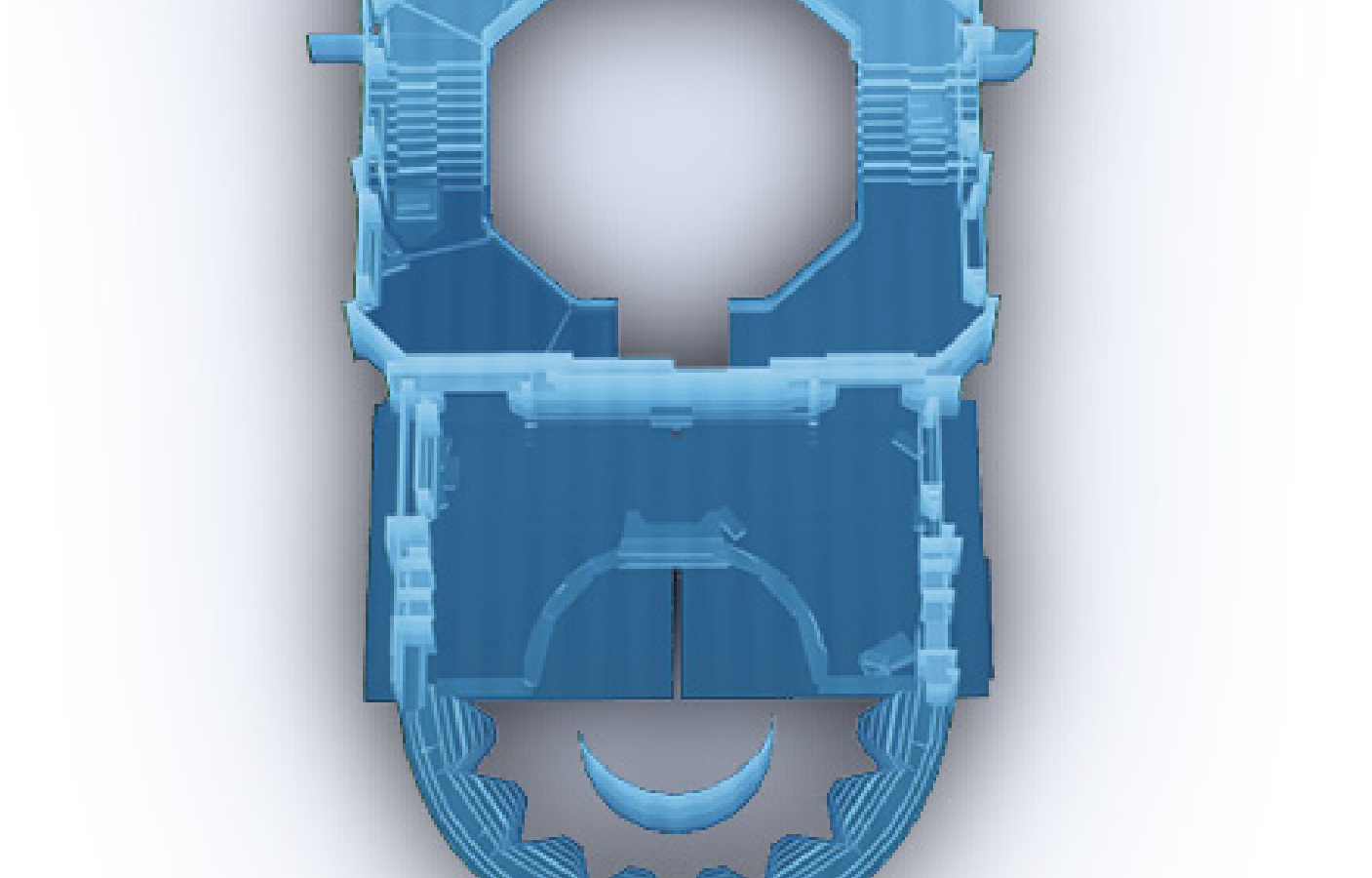
Unlocking: Read email from Drack

READ EMAIL FROM DRACK

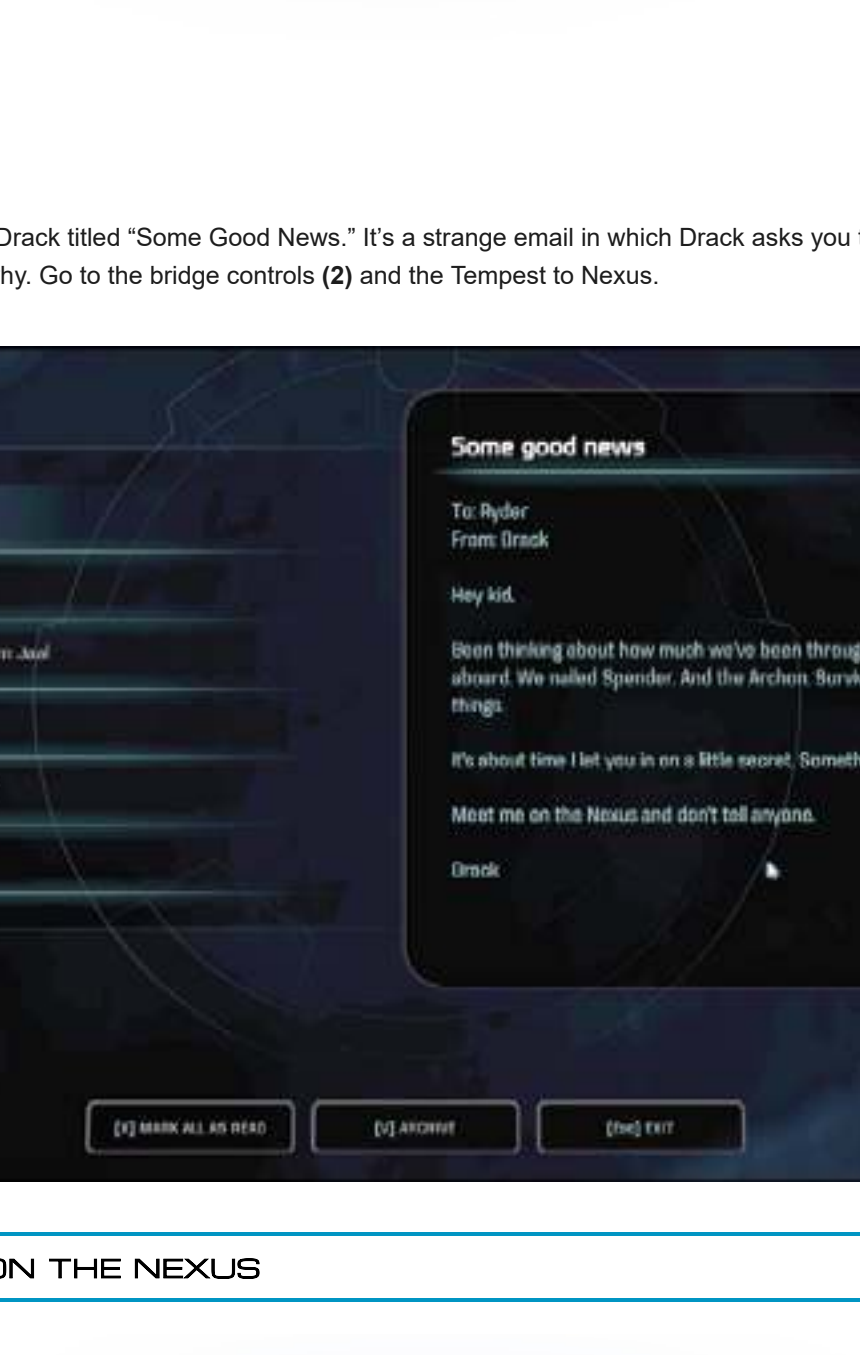


NEXUS

Read the email **(1)** from Drack titled "Some Good News." It's a strange email in which Drack asks you to meet him on the Nexus. He doesn't say why. Go to the bridge controls **(2)** and the Tempest to Nexus.


Some good news
Thank you.
Communication from Jaal
Good work
Cities and gardens
Interesting find
Some good news
To: Ryder
From: Drack
Hey kid.
Been thinking about how much we've been through since I came aboard. We nailed Spender. And the Archon. Survived a whole mess of things.
It's about time I let you in on a little secret. Something good.
Meet me on the Nexus and don't tell anyone.
Drack
[X] MARK ALL AS READ
[V] ARCHIVE
[ESC] EXIT

MEET DRACK ON THE NEXUS



NEXUS COMMONS: 2F

Head to the second level of the commons to reach the apartments. Open the first door on the left **(3)**. Inside you stumble into a gathering that includes Dr. Carlyle, Drack, and Kesh. They have a few surprises (little bundles of joy) to show you.

MASS EFFECT ANDROMEDA

Secondary Ops

Nakmor Drack: Firebreathing Thresher Maws

Mission Type: Allies and Relationships

Prerequisite: Complete Drack's Loyalty Mission "A Future for Our People" and "How to Act Tough"

Start Location: Tempest

Unlocking: Read email from Drack

READ EMAIL FROM DRACK

TEMPEST

Read the email titled "Fun and Games," in which Drack asks you to meet him at the Vortex.

A gift for you
Fun and games
I'm free!
Ulnes and gardens
I appreciate the support
Belief is weird.
Fun and games
To: Ryder
From: Drack
Hey kid,
You ever play Fire-Breathing Thresher Maws of Doom? Heck of a game.
Vetra somehow scared me up a copy. Meet me at Vortex and we'll play.
Drack
[Space] ACKNOWLEDGE
[X] MARK ALL AS READ
[Esc] EXIT

MEET DRACK AT THE VORTEX

NEXUS COMMONS: THE VORTEX

Next time you're at the Vortex Bar, speak to Drack **(1)**. He wants to play a game involving thresher maws. It sounds extremely krogan. Have a drink with Drack, and you can talk about Vorn, and **Firebreathing Thresher Maws of Doom**—it's a krogan kids' game.

MASS EFFECT ANDROMEDA

Secondary Ops

Nakmor Drack: How to Act Tough

Mission Type: Allies and Relationships

Prerequisite: Complete Drack's Loyalty Mission "A Future for Our People"

Start Location: Tempest

Unlocking: Read email from Kesh

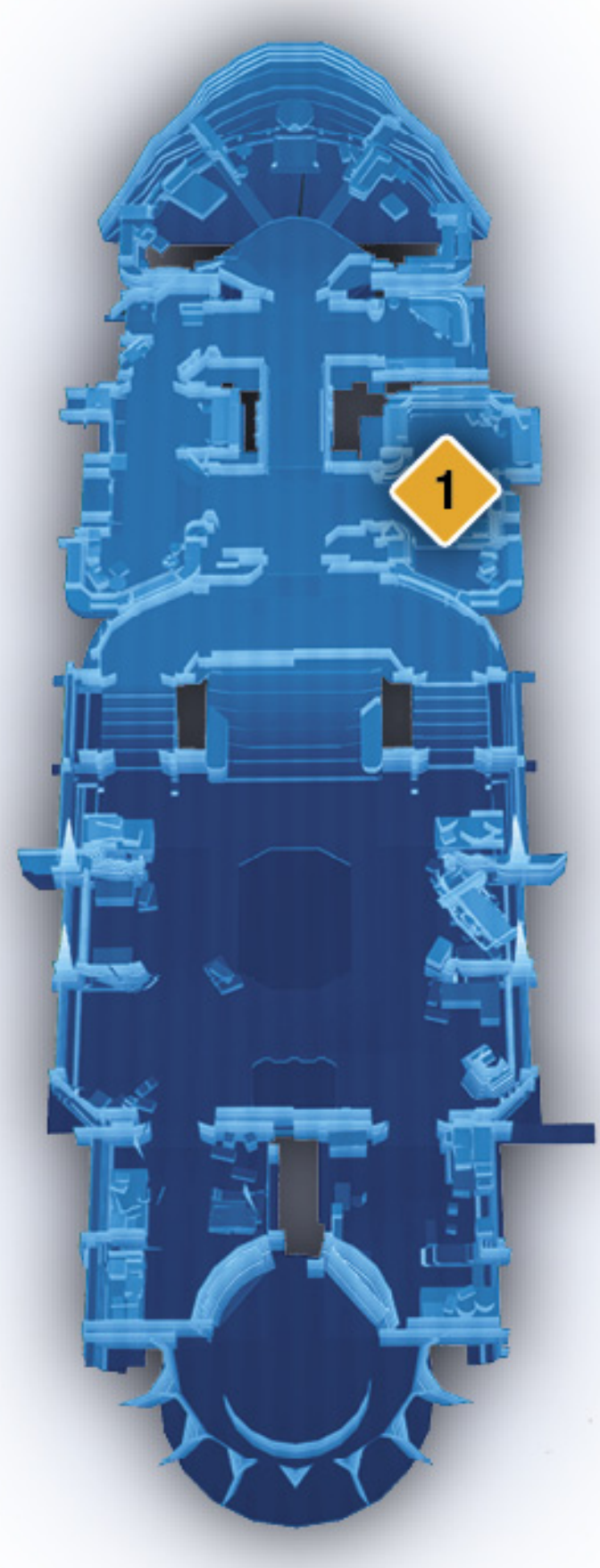
READ EMAIL FROM KESH

TEMPEST

Kesh sent you an email titled "Concerned About Drack," and in it she is worried about her grandfather, Drack. After much protest, Drack agreed to see Dr. Lexi T'Perro. She's asked you to ensure he makes his appointment.

Meet My True Mother
Concerned about Drack
Inspiration
Come meet Jill
One more try...
You okay?
Concerned about Drack
To: Ryder
From: Kesh
Ryder,
I'm worried about my grandfather. He likes to act tough, but he's still an old man and he's been through a lot.
We just talked. He said he's fine, but I could tell he's hurting. After I nagged too much, he promised to go see your ship's doctor.
Can you do me a favor and make sure he does? I need him alive a little longer, please.
Thanks,
Kesh

CHECK THE MEDBAY



TEMPEST MEDBAY

Enter the medbay on the first floor of the Tempest and speak to Drack **(1)**. During a long heart-to-heart, he lets you in on how much wear and tear he's dealing with. He also shares warm words for his granddaughter, Kesh. The end of the conversation completes this mission.

MASS EFFECT ANDROMEDA

Secondary Ops

Nakmor Drack: Knock 'Em Down

Mission Type: Allies and Relationships

Prerequisite: Complete Drack's Loyalty Mission "A Future for Our People" and "Krogan Betrayal"

Start Location: Tempest

Unlocking: Read email from Drack

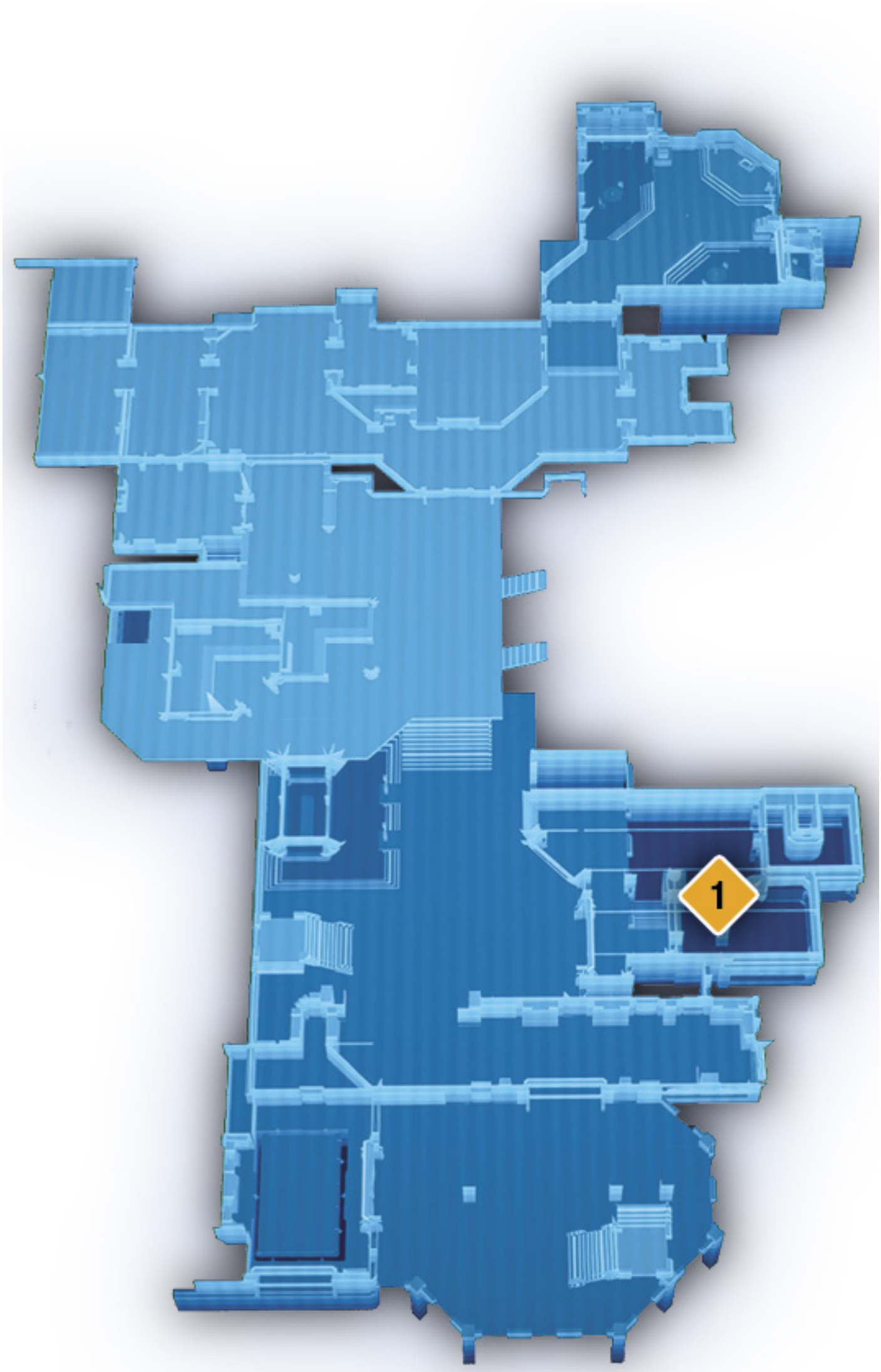
READ EMAIL FROM DRACK

TEMPEST

After completing the prerequisite quests, you receive an email from Drack asking to you to meet him at Kralla's Song (the bar in Kadara Market).

Drinks
To: Ryder
From: Drack
Hey kid.
Now that we've got the transport back, maybe let's take a load off.
Swing by Kralla's Song next time we're in Kadara Port. The bartender's getting to be a friend of mine. She'll mix you up something that'll strip paint.
Drack.

MEET DRACK AT KRALLA'S SONG



KADARA MARKET

Drack wants to have a drink or ten at his favorite bar in Kadara Market. A night on that kind of town with this kind of krogan could get interesting.

When you land at Kadara Port, head to the bar, Kralla's Song. Upon entry you see that Drack has had some fun without you. There's a body at his feet. He says he challenged the guy to a headbutting contest. Guess who lost. A pirate comes up behind you and pushes your shoulder. You're about to have a brawl on your hands. Tell Drack, "He doesn't stand a chance," to get the party started.

Watch for the Dodge button prompt in the lower-right corner to dodge the pirate's swing attempt. The mission ends with you and Drack proudly reflecting on the carnage while sipping a couple of cold ones.

MASS EFFECT ANDROMEDA

Secondary Ops

Nakmor Drack: Krogan Betrayal

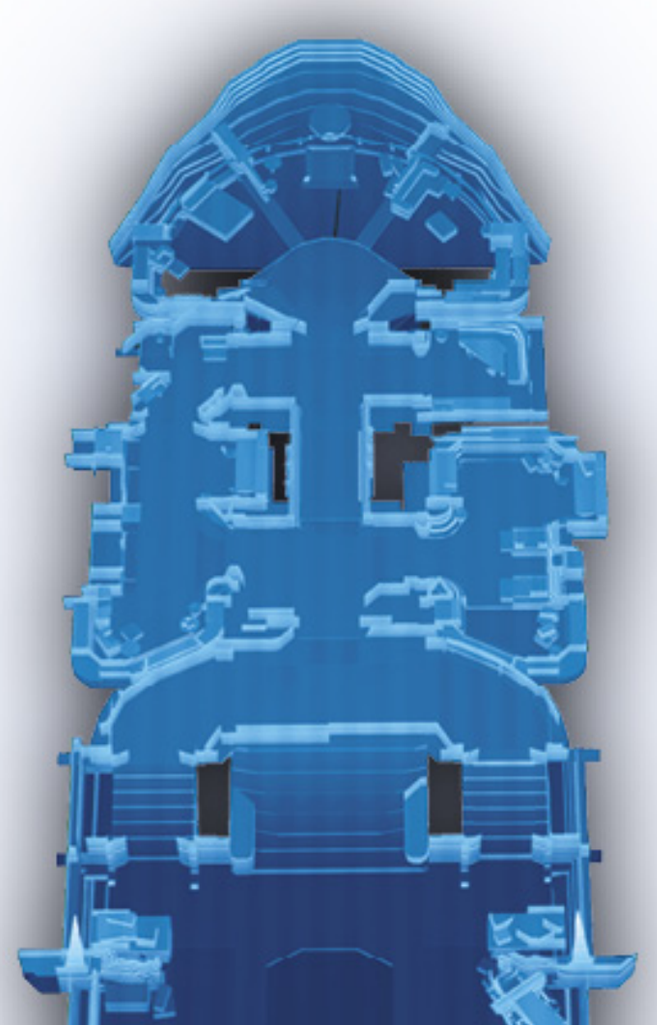
Mission Type: Allies and Relationships

Prerequisite: Recruit Drack and complete Mission 2

Start Location: Tempest

Unlocking: Speak to Drack on the Tempest after Mission 2

SPEAK WITH DRACK



TEMPEST: GALLEY

Find Nakmor Drack **(1)** on the Tempest after Mission 2, and exhaust conversations with him if you haven't talked to him in a while. He ask if you've met Spender in Colonial Affairs yet. Finish the conversation options.

SPEAK WITH DEL JASIN

NEXUS DOCKING BAY

This part is optional but almost unavoidable. Speak to Del Jasin **(2)**, the salarian standing near the hallway to the Tempest in the Nexus docking bay. He just got done speaking to Spender. He's upset by how Spender is treating him and can't understand why Spender is in any position of authority. During the conversation, ask if there's anything you can do to help. He wants to expose Spender to Tann or Addison. But first, he needs you to talk to Kesh and Kandros to get more dirt on Spender.

TALK TO KESH ABOUT SPENDER

NEXUS OPERATIONS: KESH'S OFFICE

Enter Kesh's office **(3)** in Nexus operations and select the conversation option "Spender's a piece of work." She confirms that Spender is a traitor and a threat to the Nexus. Agree to help further. She directs you to some security-footage evidence of his misdoings, but you need permission to see the footage first.

SPEAK WITH KANDROS

NEXUS DOCKING BAY

Enter the militia office and talk to Kandros **(4)** to get permission to view the security footage. Ask him about the "mutiny footage." After getting permission, don't wander far, as the footage is just across the hallway.

REVIEW THE NEXUSSECURITY FOOTAGE

NEXUS OPERATIONS: ADDISON'S OFFICE

Use the computer **(5)** facing the main hallway in Addison's office to view the security footage. After SAM boosts the low-res quality, you think you see Spender handing something to one of the mutineers. Select either "Well, that's suspicious" or "Could be coincidence" during the first conversation option with SAM.

You both agree that the situation appears to be a cover-up attempt. SAM identifies the mountainous, populated location as Kadara. Your next step in this adventure is to find the Outlaw camp on Kadara once access is granted to that planet.

CONFRONT SPENDER ABOUT THE SECURITY FOOTAGE

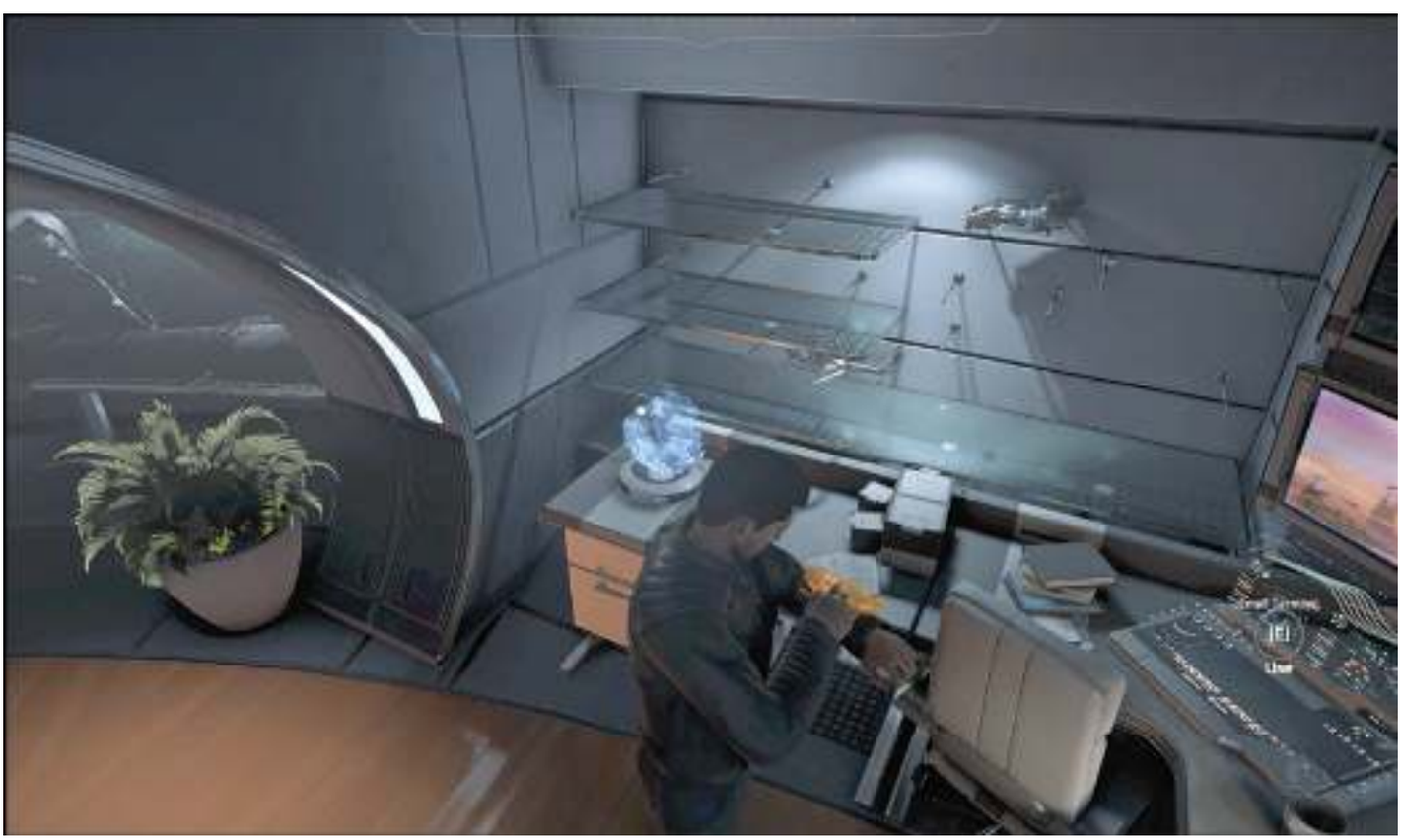
Since Spender works on the bridge in operations, you can choose to speak to him at this point. However, doing so puts the mission on hold until you investigate Kadara. Since all you have right now are accusations, you'll get nowhere with him. You both agree that the situation appears to be a cover-up attempt. SAM identifies the mountainous, populated location as Kadara. Your next step in this adventure is to find the Outlaw camp on Kadara once access is granted to that planet.

LOCATE THE PLANET MENTIONED IN THE SECURITY FOOTAGE

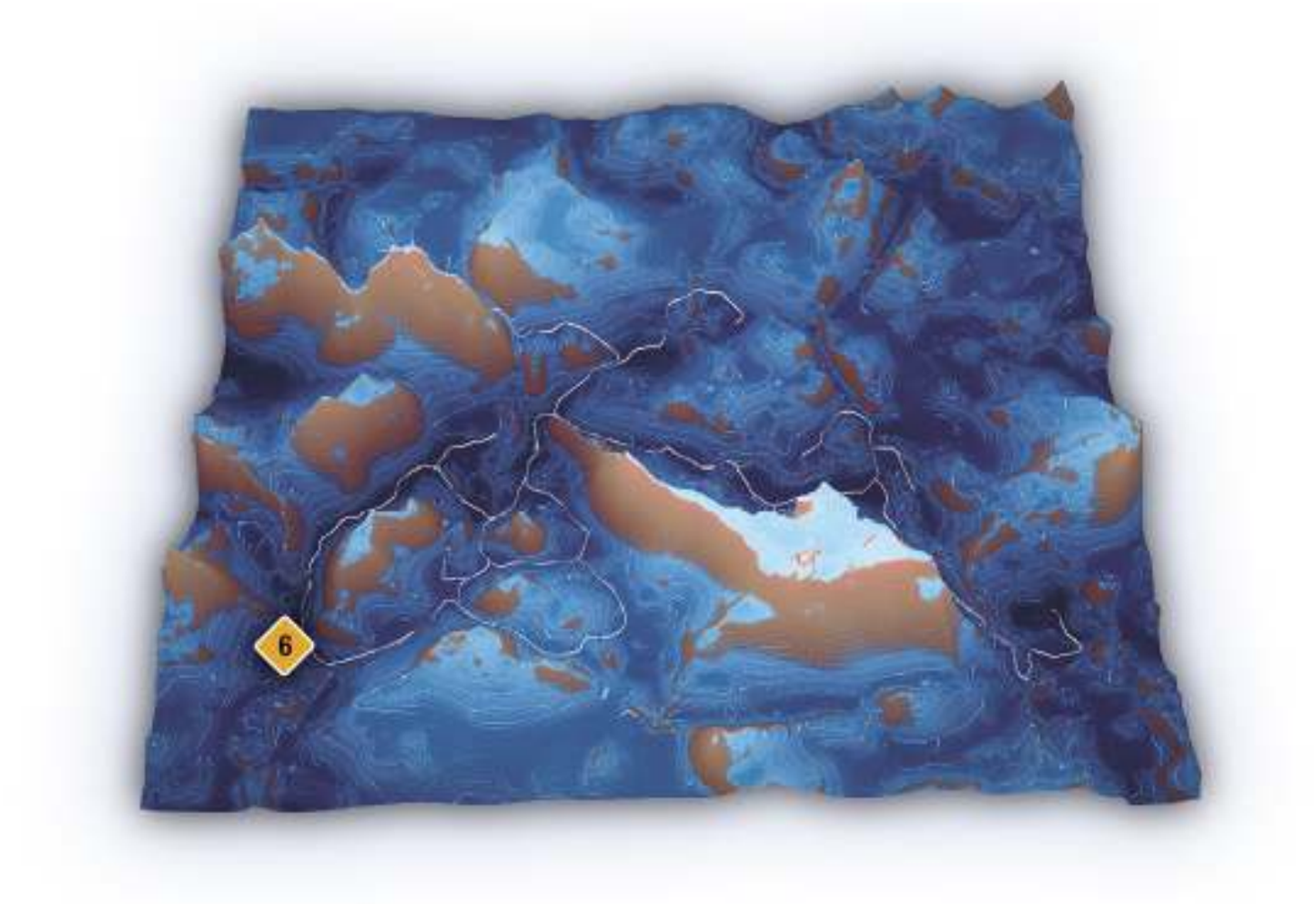
The planet mentioned in the security footage is Kadara. You fulfill this objective when you travel to Kadara during “Hunting the Archon.”

INTERACT WITH THE SAM NODE

The most convenient place to complete this objective is from the SAM Node in your room on the Tempest. Check in with SAM after leaving Kadara. SAM’s retrieved actionable intel from the security footage of Spender and sends you a navpoint.



INVESTIGATE SPENDER'S KADARA CONNECTION

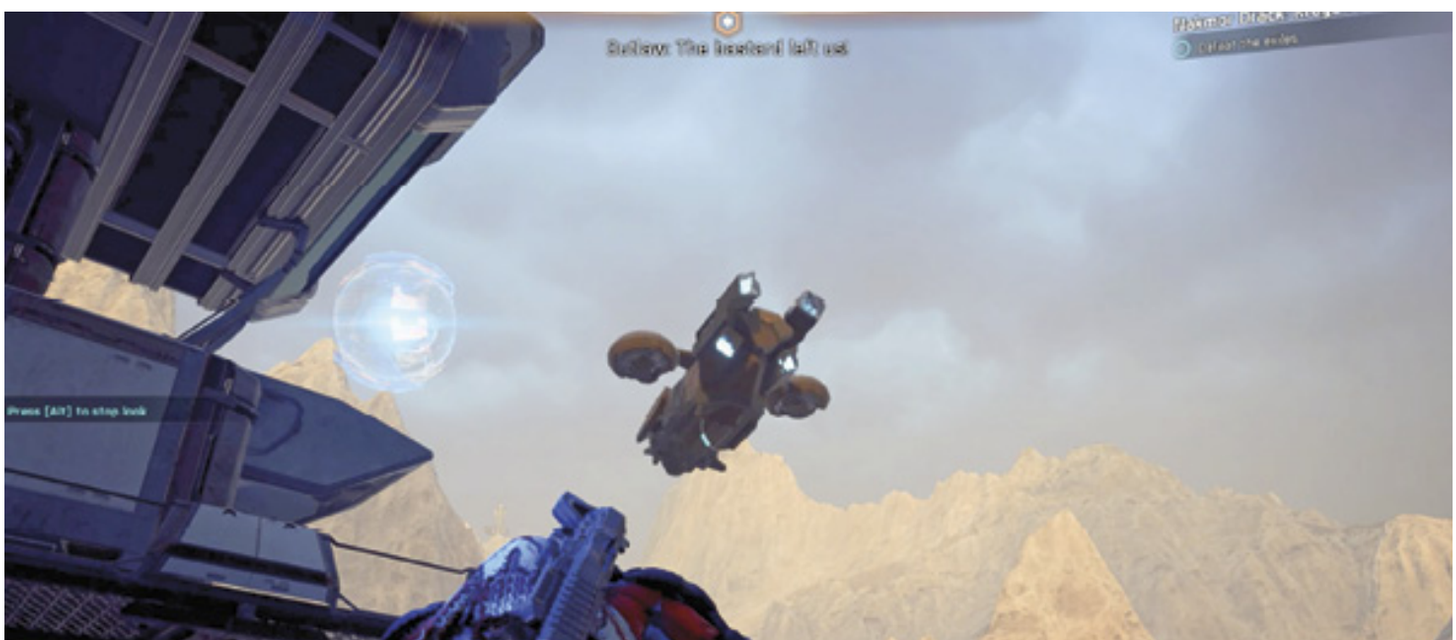


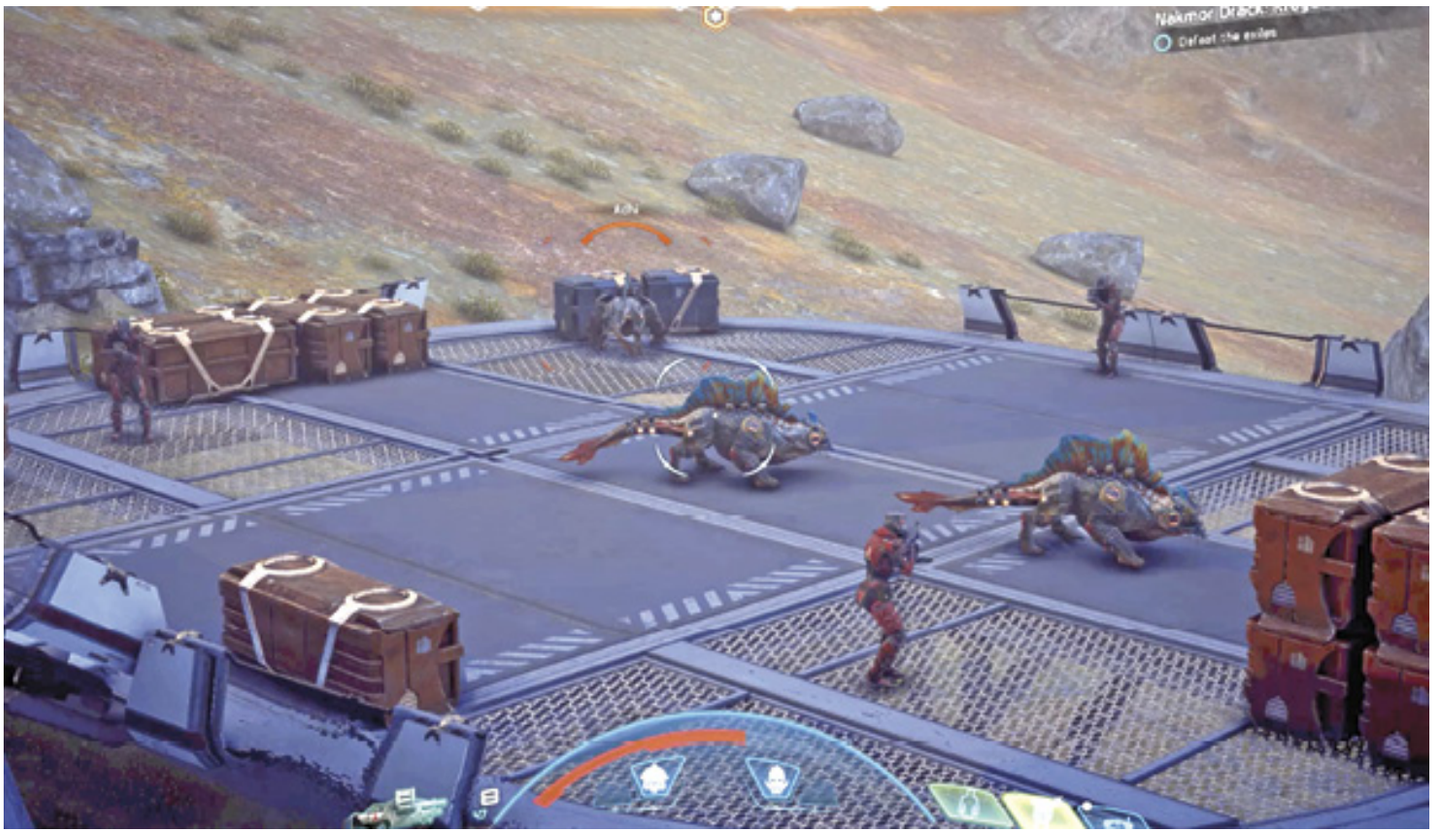
KADARA: SOUTHWEST SULFUR SPRINGS

When you happen upon this outpost **(6)** in Sulfur Springs, investigate closer. There are some exiles inside…

DEFEAT THE EXILES

Check your radar on approach. Eight exiles are inside the structure. You hear them screaming to each other. They've spotted you and escape in a dropship.





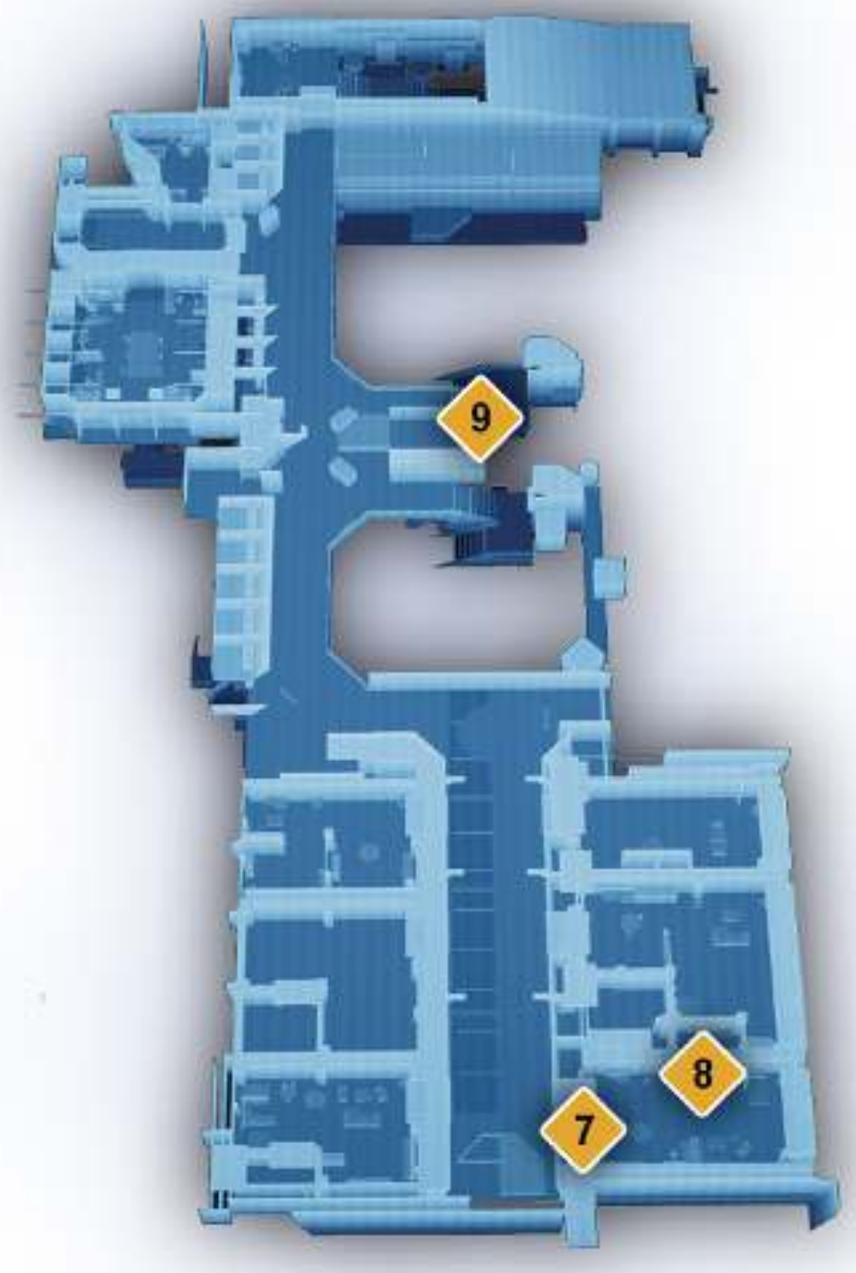
Keep moving to find the real source of the blips on your radar—a landing pad full of Ahdi and Outlaw Raiders. Jump into the arena and let 'em have it.

SEARCH THE HIDEOUT FOR CLUES

After the last exile drops, head to the control room on the first level of the multi-story outpost. Inside the large room, find the **datapad** on a table by the windows.

The datapad contains a letter titled "Paper Trail," from Aroane to William Spender. Aroane is angry at Spender for not delivering enough supplies to keep pressure on the krogan. The letter also mentions Spender being given a scrambler of great power. You receive a small amount of AVP and +2% Kadara Viability for completing this objective. There are some shipment records on a terminal in a room on the top floor. Spender's in trouble.

SEARCH FOR A SCRAMBLER IN SPENDER'S ROOM

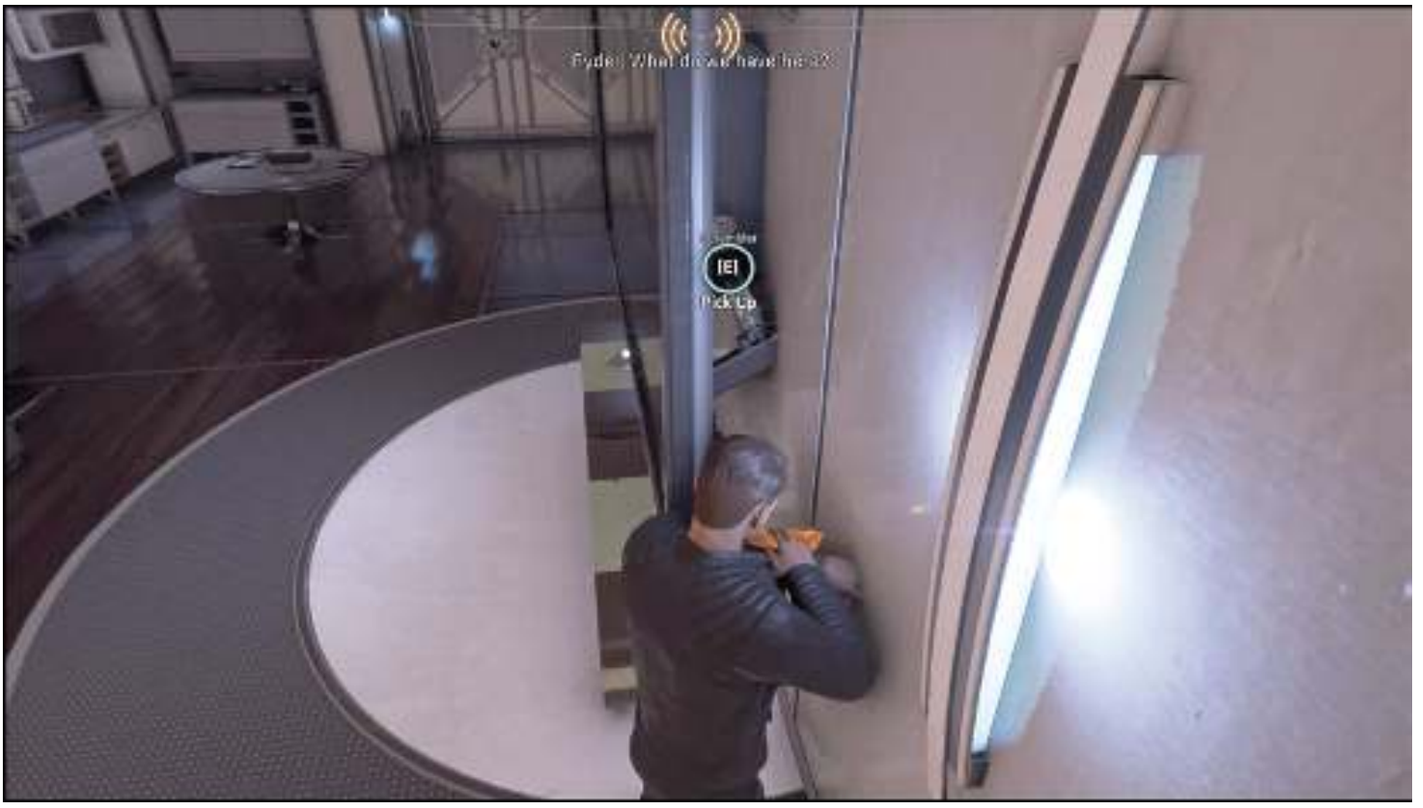


NEXUS COMMONS

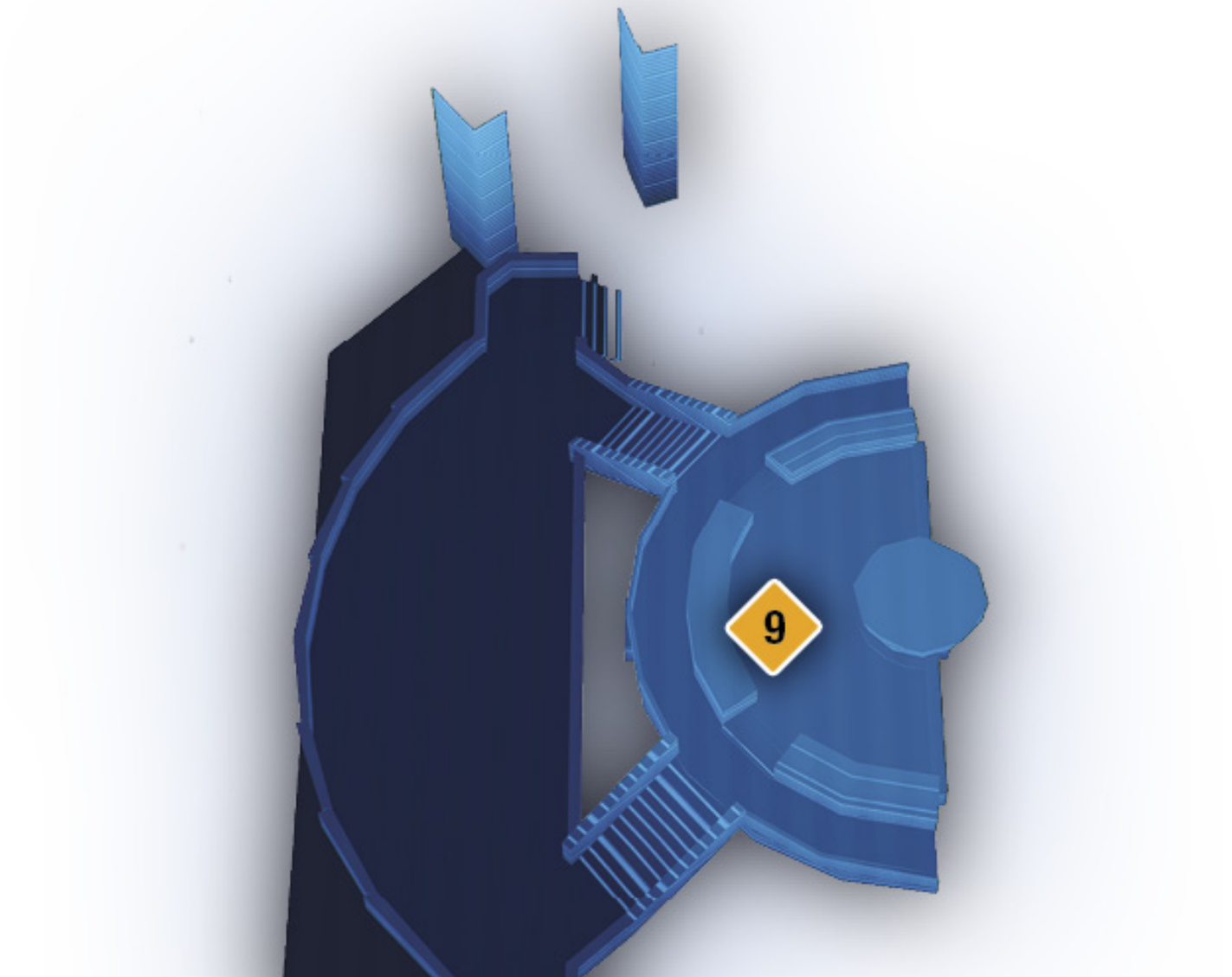
Head to the apartments on the second level of the Nexus commons and hack the lock on the door **(7)** of the last room on the left.

Enter the room. Due to some kind of blackout, SAM can't see part of the room. Grab the **Initiative fighter model** on the top of the shelf on your left. Activate the terminal on the counter, listen to the **audio logs**, and dig through the **datapads**.

The grand prize is behind the TV. Look behind its right side between it and the wall to find **the scrambler(8)**. This explains SAM's issues with the blackout areas. Pick up the scrambler. You need an expert to turn the device off properly.



TALK TO THE COMMS OFFICER



NEXUS OPERATIONS: ADDISON'S OFFICE

Head all the way up to Nexus operations on the third floor and talk to the comms officer **(9)** standing next to Addison on her deck. Hand him the scrambler you found in Spender's room. He tells you they're illegal. You ask him to hack it, and he agrees.

SPEAK TO DRACK ON THE TEMPEST

TEMPEST

MASS EFFECT ANDROMEDA

Secondary Ops

Night on the Town

Mission Type: Heleus Assignment: Kadara

Prerequisite: Must have interrogated Vehn Terev in "Hunting the Archon"; complete the following quests, then return to the Tempest: "Behind Enemy Lines," "A People Divided," "Heeling Kadara's Heart," "Modern Medicine," "Precious Cargo"

Start Location: Tempest

Unlocking: Return to the Tempest after completing the prerequisite quests

READ YOUR EMAIL

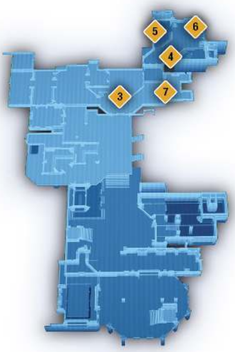
TEMPEST

Use the bridge email terminal **(1)** or the one in your room. Read the email from Reyes titled "Call Me."

CALL REYES

Head to the meeting room on the third floor **(2)** and call Reyes via Vidcon. He asks you to be his plus-one to a party Sloane in throwing. It's a get-together for the locals. You take him up on the invite, naturally.

MEET REYES AT OUTCAST HEADQUARTERS



KADARA PORT

Stop at Kadara Port and follow the navpoint to the Outcast Headquarters **(3)**. Open the door, and you run into an Outcast guard who tries to bounce you, but Reyes comes to the rescue. Seems he's always there at the right time.

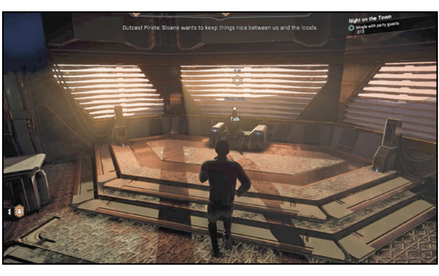
Your first stop at the party is to talk to Keema Dohrgun. The distinguished angara asks to be introduced to you. She's Sloane's angaran representative. After some small talk, you excuse yourself to go mingle while Reyes takes off and leaves you alone at the party.

MINGLE WITH THREE PARTY GUESTS

DRINK TOO MUCH

We suggest you see the bartender and drink too much at the party. You'll wake from a terrible drunken dream where you were dancing on a table, and something happens between you and Sloane.

Speak with Keema Dohrgun **(4)** again after the cutscene. She stands near the entrance. Speak to Velus **(5)**, who's standing with his back to the left wall. You can get his girlfriend talking to him again. Talk to Sloane last **(6)**.


Outcast Pirate: Sloane wants to keep things nice between us and the locals.
Night on the Town
Mingle with party guests
0/3
Talk

FIND REYES

After speaking with Sloane, leave the room and follow the navpoint to a set of easily opened doors **(7)** on the left. Talk to Reyes, who's rummaging through Sloane's stuff. He needs a quick distraction as a guard walks by, so you slug him in the gut—assuming you hit the prompted button fast enough. Watch the lower-right corner during the cutscene to be ready for the cue. The punch feels pretty good.

Reyes climbs a shelf and comes down with some vintage whiskey. Answer, "Sharing is caring," and the next scene involves the two of you slamming back the whiskey while sitting side by side on some crates as the sun sets. After some small talk, the mission ends.

MASS EFFECT ANDROMEDA

Secondary Ops
Old Skinner

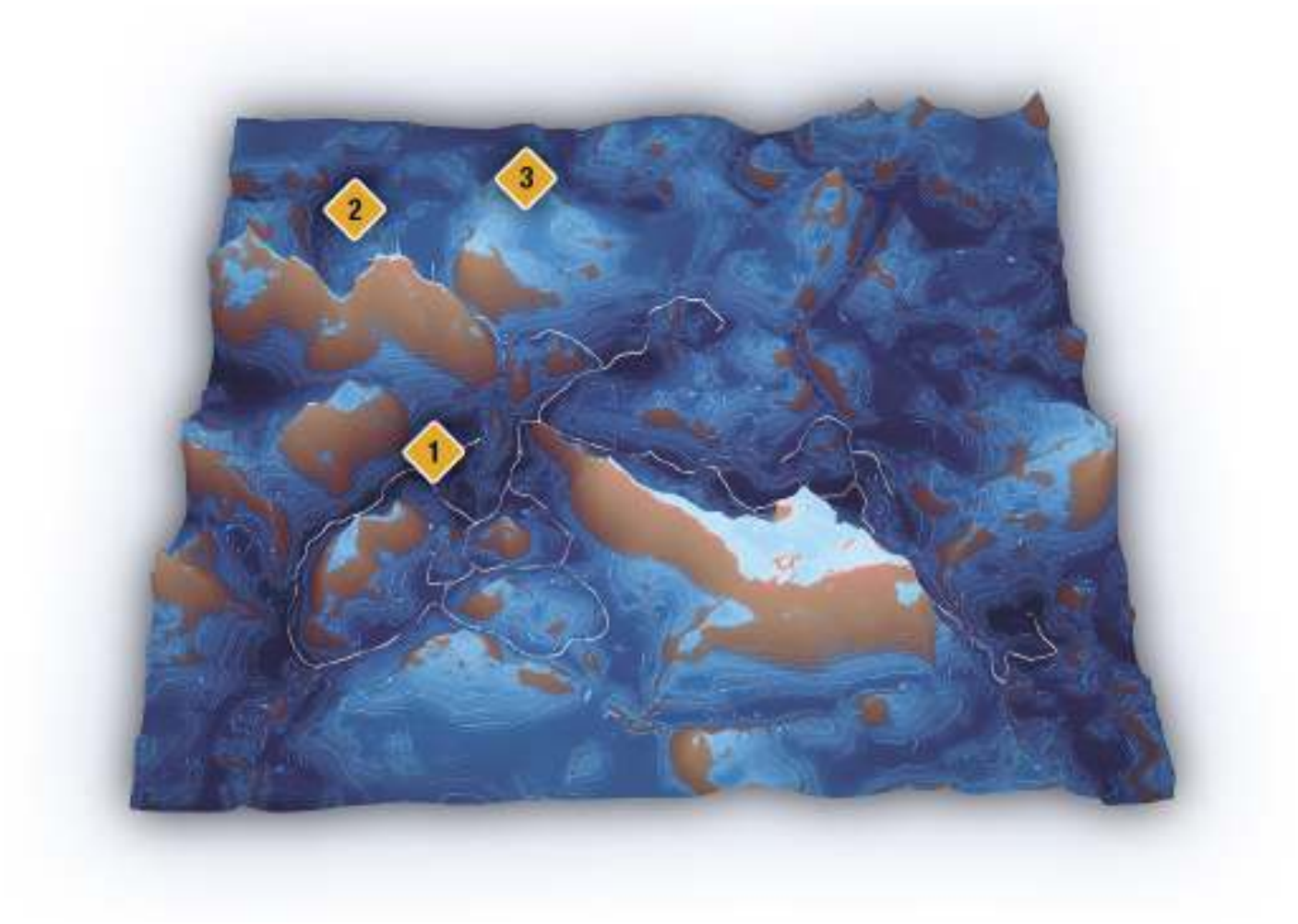
Mission Type: Heleus Assignment: Kadara

Prerequisite: Must have interrogated Vehn Terev in “Hunting the Archon”; complete “Settling Kadara”

Start Location: Kadara

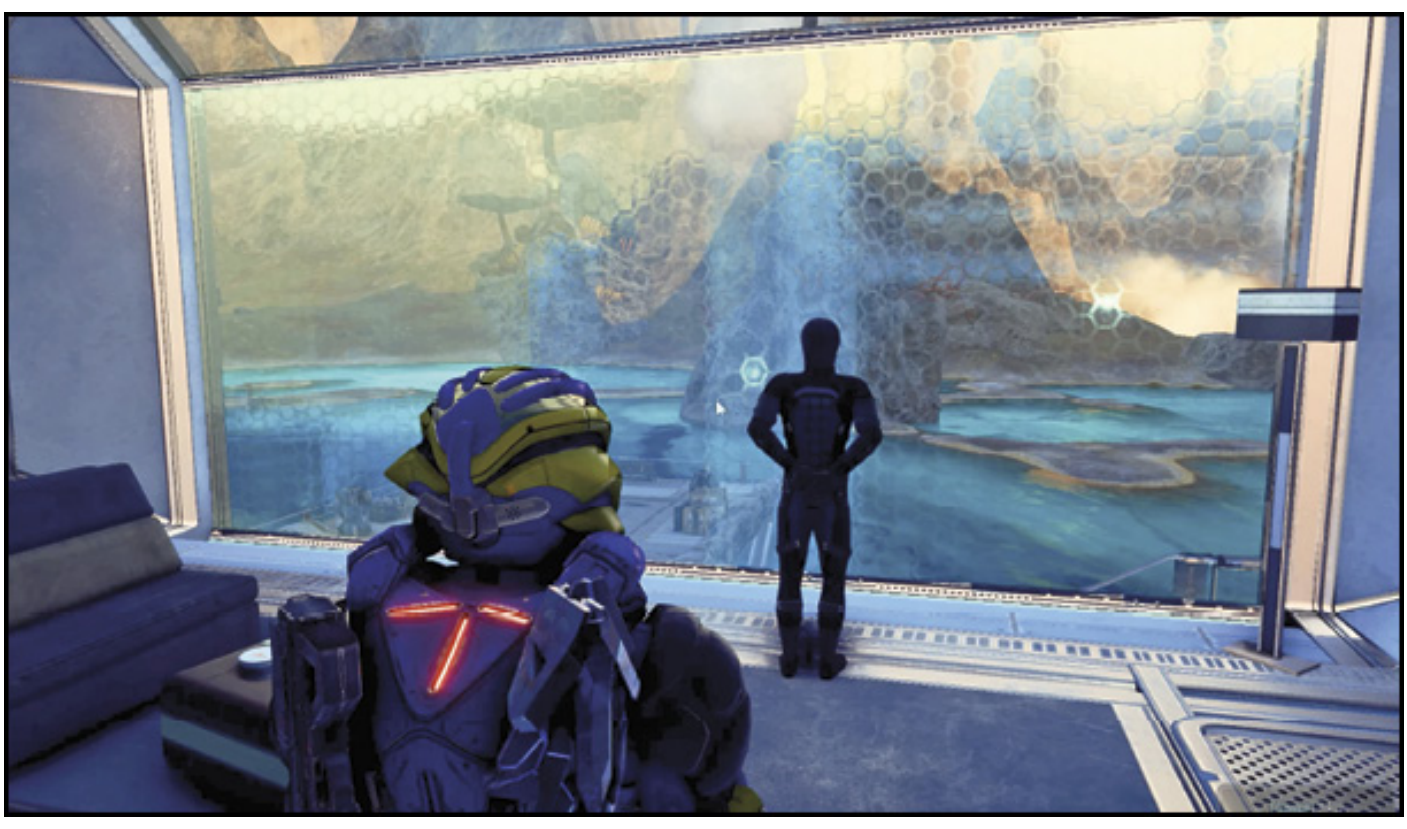
Unlocking: Talk to Christmas Tate at the Initiative outpost

TALK TO CHRISTMAS TATE



KADARA: INITIATIVE OUTPOST

Find Christmas **(1)** in the plush office in the top level of the outpost building on a hill. He’s standing near the window with the colorful view of the acid pools. Talk to him. A group of settlers has created a cult to worship a massive machine they call “Old Skinner.” Their leader, Bishop, left to pay tribute in Kurinth’s Valley and hasn’t returned. Tell him you’ll look into it. This is an Architect battle, so be prepared.



SEARCH FOR BISHOP

Head north up the mountain pathway to Kurinth’s Valley **(2)**. When you arrive at that destination, all you find is an Architect flying around in the skies to the north. Don’t follow yet. Exit the vehicle to find Bishop—dead. Read the **datapad** next to his body.

DEFEAT THE ARCHITECT

Drive north from Bishop’s body to find the Architect’s playground **(3)**. Refer to the Architect battle strategies in the Architect Encounters section of this guide. Defeat one and you can defeat them all. However, the enemies you face during the Remnant rounds vary from one Architect battle to the next.

In this Architect battle, you encounter Nullifiers and Breachers. The terrain is negotiable, there’s plenty of cover, and ammo and health crates are easily accessible. Unique to this battle is that the Architect stands in pools of acid while it fights. Not that you want to get right under the beast regardless, but it’s something to watch out for.

After the battle, activate the Architect at its head area and loot the **container** it leaves. You earn massive amounts of AVP and Kadara Viability +10%.

MASS EFFECT ANDROMEDA

Secondary Ops
Out of Gas

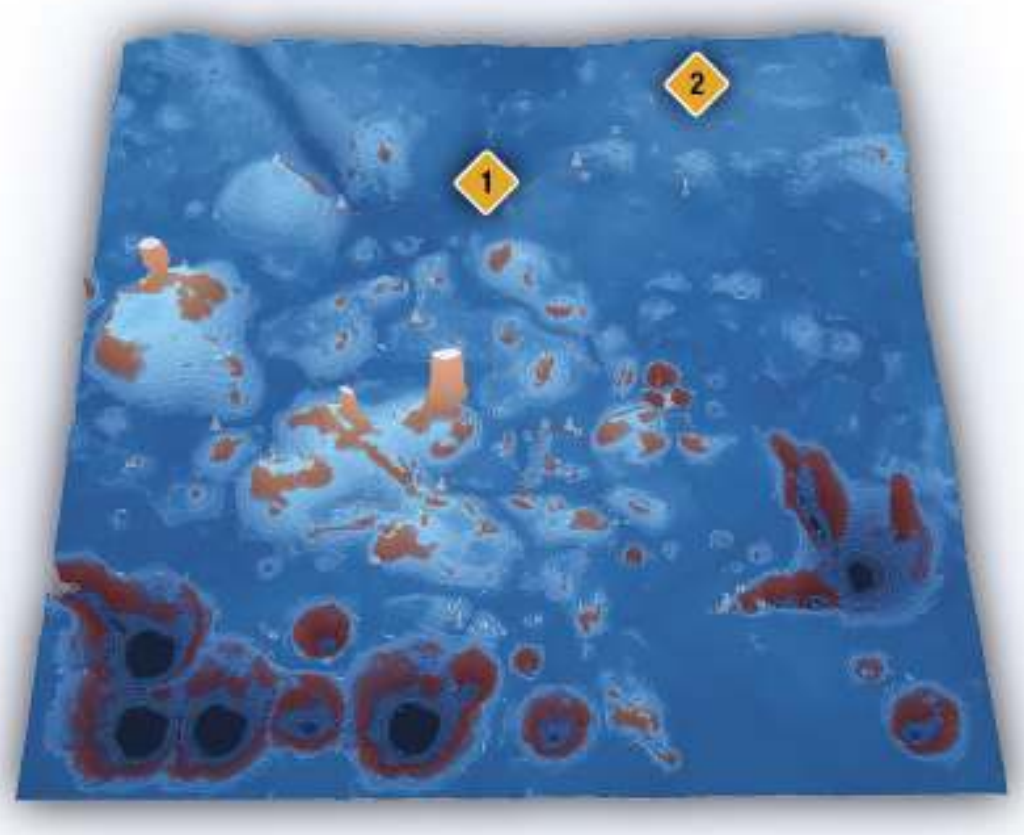
Mission Type: Heleus Assignment: Elaaden

Prerequisite: Unlock Elaaden

Start Location: Elaaden

Unlocking: Come within range of Hardy's camp in northern Elaaden

EXPLORE NORTHERN ELAADEN



NORTHERN ELAADEN

While exploring this area **(1)** in northern Elaaden, you start experiencing mechanical issues with the Nomad. It slows down and sparks profusely, and after three attempts to keep going, it finally shuts down and refuses to budge.

LOOK AROUND FOR SIGNS OF LIFE

When the Nomad stalls, you contact the Tempest to report the problem. Kallo's diagnostic reports that there's an issue with the thrusters, and he tells you to hang tight while they work on a solution.

Moments after you speak to Kallo, a man named Hardy calls you on comms and informs you that he has the part you're looking for. If you're wondering how he knows what part you need, well…you should be. He sends you a navpoint to his location **(2)**—not far from where you broke down, but a good distance on foot. Thank him for the help.

SPEAK WITH HARDY

Hoof it to Hardy's camp **(2)**. There, you discover he's a scavenger, and your suspicions make sense. During the following conversation, Hardy blatantly admits to cheating other suckers.

KILL HARDY

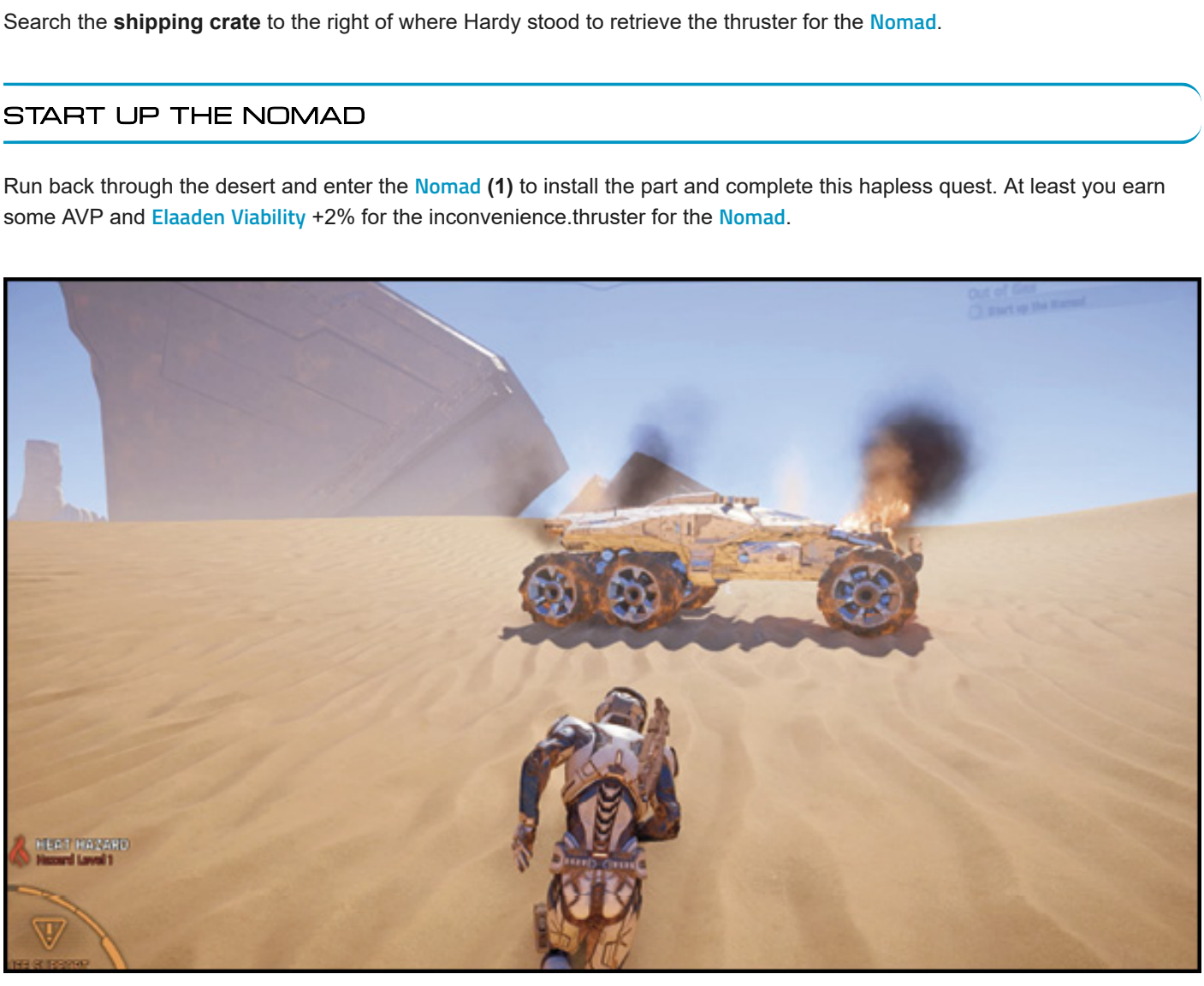
There's really no reason to negotiate with this scavenger. Choose answers such as "This is all too convenient" and "You're the reason we're stuck?" When he asks for money to fix the problem he caused, select "I'm just going to kill you." As soon as the conversation ends, draw and eliminate Hardy.

GET THE PART

Search the **shipping crate** to the right of where Hardy stood to retrieve the thruster for the Nomad.

START UP THE NOMAD

Run back through the desert and enter the Nomad **(1)** to install the part and complete this hapless quest. At least you earn some AVP and Elaaden Viability +2% for the inconvenience.thruster for the Nomad.



MASS EFFECT ANDROMEDA

Secondary Ops

Out of the Frying Pan

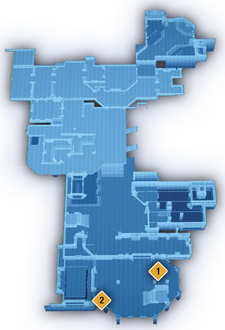
Mission Type: Heleus Assignment: Kadara

Prerequisite: Must have interrogated Vehn Terev in "Hunting the Archon"

Start Location: Karada Market

Unlocking: Speak to Grayson Wessler at the Kadara docks

SPEAK TO THE WARDEN



KADARA DOCKS

At the docks of Kadara port, find Grayson Wessler (**1**) between the stairs and the doors to the market. He says Kaetus tasked him with collecting protection fees. He's dealt with so many people that he accidentally banished someone who had paid their fee. He can't risk Kaetus finding out and asks you to help. He says to look for a lady named Remi Tamayo; she would have gone to the slums for processing with the warden. From there, he has no idea where she might have ended up.

Go to the transit console (**2**) at the docks to travel to the slums.

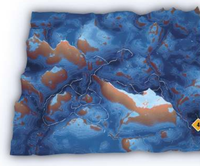
SPEAK TO THE WARDEN

KADARA SLUMS

Once down in the slums, follow the navpoint straight ahead to the guard booth (**3**) that keeps the riffraff of Kadara out of the Kadara Slums.

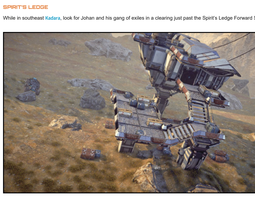
Inside the guard booth, talk to the warden behind the desk. He explains that Kadara is where the exiles get exiled. He warns you about going out there, as the environment alone might kill you before the exiles do. Ask him about Remi Tamayo before you leave. He says he saw her talking with Johan and his crew and sends you their navpoint.

TRAVEL TO THE NAVPOINT



SPIRIT'S LEDGE

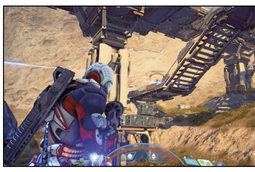
While in southeast Kadara, look for Johan and his gang of exiles in a clearing just past the Spirit's Ledge Forward Station.



DEFEAT JOHAN AND HIS GANG OF EXILES

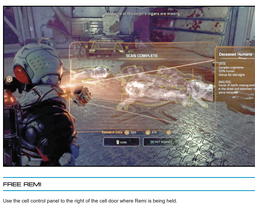
SPIRIT'S LEDGE

Exit the Nomad at the multi-story platform and outpost and take on the Raiders. Johan shows himself almost immediately. Take him out along with his Sharpshooters and Pariahs. Set out to find Remi after eliminating all the enemies.



FIND REMI

Head to the top of the large platform and enter the building. Inside, you find a gruesome scene—human corpses all over the floor and blood everywhere. When you scan the bodies, SAM comments that some of the victims' organs are missing. On the other side of the room is the jail cell where Remi can be found.



FREE REMI

Use the cell control panel to the right of the cell door where Remi is being held.

SPEAK TO REMI

Enter the cell and speak to Remi Tamayo where she sits on the floor. She reveals that the gang was going to eat her. You explain that the Outcast who wrongly kicked her out of Kadara Port is the one who sent you to save her. You earn a small amount of AVP and Karara Viability +2% for completing the quest.

Secondary Ops

Overgrown

Mission Type: Heleus Assignment: Havarl

Prerequisite: Complete "A Dying Planet"

Start Location: Havarl

Unlocking: Talk to Dr. Tassana Rilar

TALK TO DR. TASSANA RILAR

HAVARL, PELAAV RESEARCH STATION

Speak to Dr. Tassana Rilar **(1)**, a scientist studying Havarl biological specimens on the platform near Angaran Headquarters. Initiative scientists have asked you to analyze mutated wildlife to determine what's causing the accelerated growth rate of life on Havarl.

CROSS-REFERENCE GENETIC MARKERS WITH KNOWN CREATURE DENS

The first objective is a hop, skip, and a jump away from the scientists. Enter the Pelaav science facility (first floor) and access the Genetic Archive Database console. Select the three research projects: **Mutated Challyrion**, **Mutated Rylkor**, and **Mutated Eiroch**. Navpoints for each specimen are added to your map.

COLLECT DATA FROM A CHALLYRION

Check your map. The navpoint due north from headquarters is where you find the Challyrion **(2)**. Follow the navpoint to discover a cave. As soon as you spot the opening, five mutated Challyrions come charging out. Scan them while they're alive. Make sure to explore the cave and raid the **container**.

COLLECT DATA FROM A RYLKOR

Head east to the next navpoint to find a mutated Rylkor **(3)**. A simple strategy is to drop down to the top of its cave from the forward station platform and then quickly scan the Rylkor as it exits. Scan in the area to find debris from the **Ark Natanus** while you're here.

COLLECT DATA FROM AN EIROCH

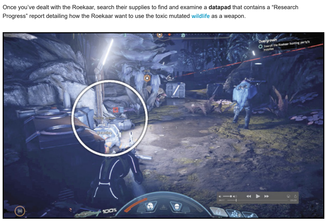
Head to the ancient courtyard and south from the forward station to find a cave **(4)** where you can discover and scan the mutated Eiroch. When you reach the cave, you may find it empty and instead encounter a band of Roekaar. Be prepared to fight; your next objective concerns these enemy angara. The Eiroch often shows up during the battle; get a scan, then search through the camp supplies.

COMPARATIVELY ALIEN

You are killing two Eirochs with one stone. The scans you obtain for the Havarl science team also count toward the wildlife you need to scan for "Task: Comparatively Alien." This hunt should allow you to get the last of the scans you need for that task.

SEARCH THE ROEKAAR HUNTING PARTY'S SUPPLIES

Once you've dealt with the Roekaar, search their supplies to find and examine a **datapad** that contains a "Research Progress" report detailing how the Roekaar want to use the toxic mutated wildlife as a weapon.



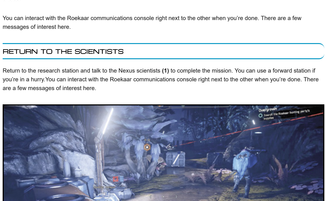
INVESTIGATE THE ROEKAAR CAMP

Go to the north end of the ancient courtyard, following the navpoint **(5)** to a wall of ancient Remnant pillars. Jump to the top of these and defeat the Roekaar and Adhi in the camp. Continue following the navpoint to a console that says "Roekaar Genetic Research Log" and activate it. SAM deduces that the Roekaar took special interest in mutations that would poison a natural environment. You can decide to destroy the files or copy and delete them. No adverse consequences result from either choice.

You can interact with the Roekaar communications console right next to the other when you're done. There are a few messages of interest here.

RETURN TO THE SCIENTISTS

Return to the research station and talk to the Nexus scientists **(1)** to complete the mission. You can use a forward station if you're in a hurry.You can interact with the Roekaar communications console right next to the other when you're done. There are a few messages of interest here.



Secondary Ops

Parlay with the Krogan

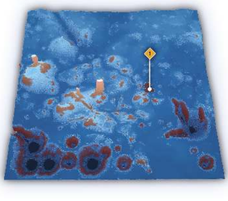
Mission Type: Heleus Assignment: Elaaden

Prerequisite: Complete "Conflict in the Colony"

Start Location: Elaaden: The Paradise

Unlocking: Complete your conversation with Jorgal Strux in "Conflict in the Colony"

GO TO THE KROGAN COLONY



ELAADEN: NEW TUCHANKA

Strux insists that Morda is planning a move against the Nexus. Visit the krogan colony **(1)** in New Tuchanka to check it out, and look for Ravanor Brenk while you're there. Pull up to the south side of the colony and defeat the nearby Roekaar Raiders at a communications camp near the colony. Head toward the entrance to the colony and drop a forward station at their front door.

Speak to the krogan lookout at the guarded entrance. Drack helps you make it past security. If you don't have Drack in your party, he says he'll meet you there and help you get in.

GO TO THE THRONE ROOM

NEW TUCHANKA KROGAN 2F

NEW TUCHANKA KROGAN 1F

There are multiple side quests to pick up here; take some time to fully explore the many layers that make up the desert colony. Afterward, head to the throne room. To skip exploring and go straight to the throne room, follow this route: From the entrance **(1)**, head into the facility through the southeast entryway **(2)**. Follow the stairwell **(3)** down a few levels until you reach the lowest-level landing **(4)**.

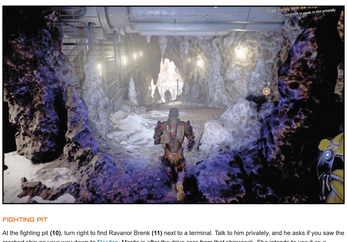
From the lower-level stairwell landing **(4)**, turn right into the cave **(5)** and continue down more stairs that lead into the depths of the caverns. At the bottom of the stairs, take the first tunnel on the left **(6)** and cross over a short metal interior bridge. The next large cavern you enter is the throne room.

SPEAK TO RAVANOR BRENK

When you enter the throne room, turn to your immediate right to find Ravanor Brenk **(7)** standing guard below the throne of Morda. Speak to him. Morda, who is well within earshot, quickly cuts off your conversation when she hears the name "Strux" dropped to get Brenk's attention. Now the unintended party, the leader of the krogan colony, has your ear. Brenk quickly, under his breath, asks you to meet him near the fighting pit as Morda comes down off her perch to show everyone who's boss around here. The conversation is unfriendly and uncomfortable. She's not a big fan of the Nexus. She basically kicks you out, coming just shy of personally showing you to the door.

FIND BRENK TO SPEAK TO HIM PRIVATELY

If you look for Brenk's navpoint while you're in the throne room, it appears as if he's still in the room with you; however, he's a couple of levels below you. The quickest way there from the throne is to use the descending tunnel **(8)** behind the throne platform (rock). Head north from the throne and turn right near the guarded metal door. Follow the tunnel down to the T-intersection, where you see a metal door on the left and the right. Turn right and look up. You should be traveling under the short metal bridge **(9)** you crossed to get into the throne room. Continue moving down through the tunnel and head toward the sunlight. The light is coming from the fighting pit area.



FIGHTING PIT

At the fighting pit **(10)**, turn right to find Ravanor Brenk **(11)** next to a terminal. Talk to him privately, and he asks if you saw the crashed ship on your way down to Elaaden. Morda is after the drive core from that shipwreck. She intends to use it as a bomb. You thank him for the info, and the mission ends. You acquire a good amount of AVP and Elaaden Viability +2%. Just around the corner from Brenk is an **Adapted Initiative Core** Tech that can be scanned for Research Data.

MASS EFFECT ANDROMEDA

Secondary Ops

Peebee: A Mysterious Remnant Signal

Mission Type: Allies and Relationships

Prerequisite: Complete "Peebee: Reclaiming Poc"

Start Location: Tempest

Unlocking: Speak with Peebee on the Tempest

SPEAK TO PEEBEE

TEMPEST: ESCAPE POD

Thanks to Peebee's newly Remnant-augmented scanner, she's discovered an unprecedented Remnant signal. Accompany her to the source and retrieve the tech. She loads the coordinates into the Galaxy Map.

GO TO PAS-10 IN THE INALAARA SYSTEM

Travel to the Inalaara system and "land" the escape pod on Pas-10. It turns into a crash landing, but everyone walks away.

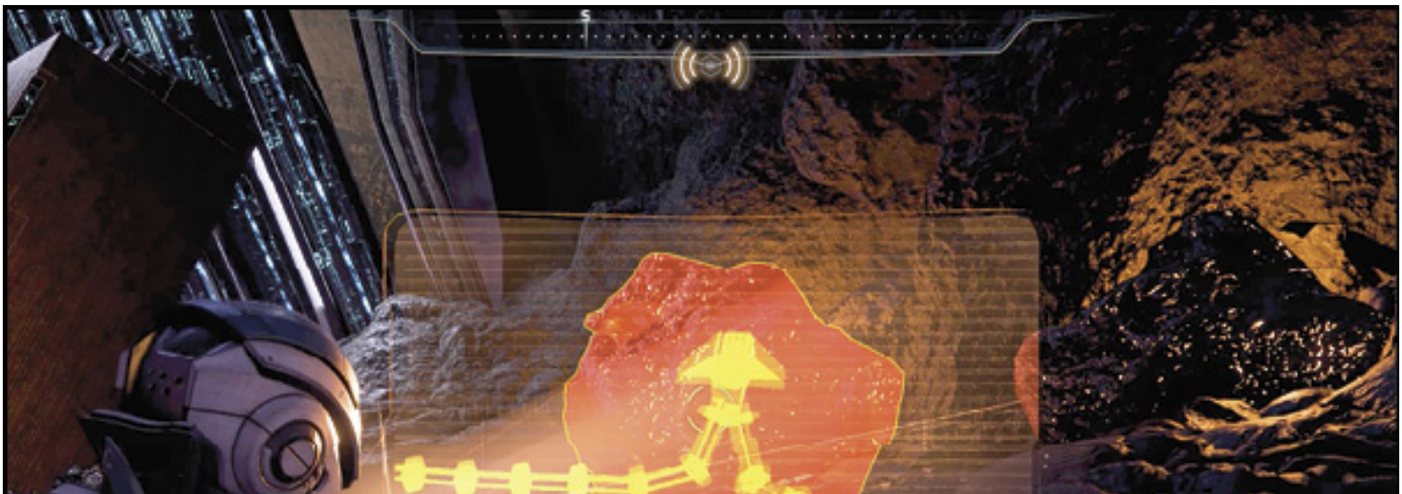
PURSUE THE SOURCE OF THE REMNANT SIGNAL

PAS-10

You begin this quest standing next to the crashed escape pod **(1)** on Pas-10—a smoldering, sooty volcano of a planet. Scan the escape pod for Research Data and follow the first navpoint **(2)** into a cave.

FIND A WAY THROUGH THE REMNANT GATEWAY

Once you're through the first navpoint in the cave **(2)**, follow the next one **(3)** to a Remnant gateway. Scan the **large obsidian boulder** near the gate, shoot it to destroy it, and then activate the Remnant **power node** inside. Enter the new tunnel beyond the now-lowered gate.



EXPLORE THE CAVERN DEPTHS

Follow the next navpoint **(4)** through the tunnel. Notice the fragmented Remnant Observers lying around the cave floor. Scan the Remnant **Gravity Well chute** on the left for Research Data. The next navpoint **(5)** appears at the end of the next cave, marking the next Remnant gateway obstruction.

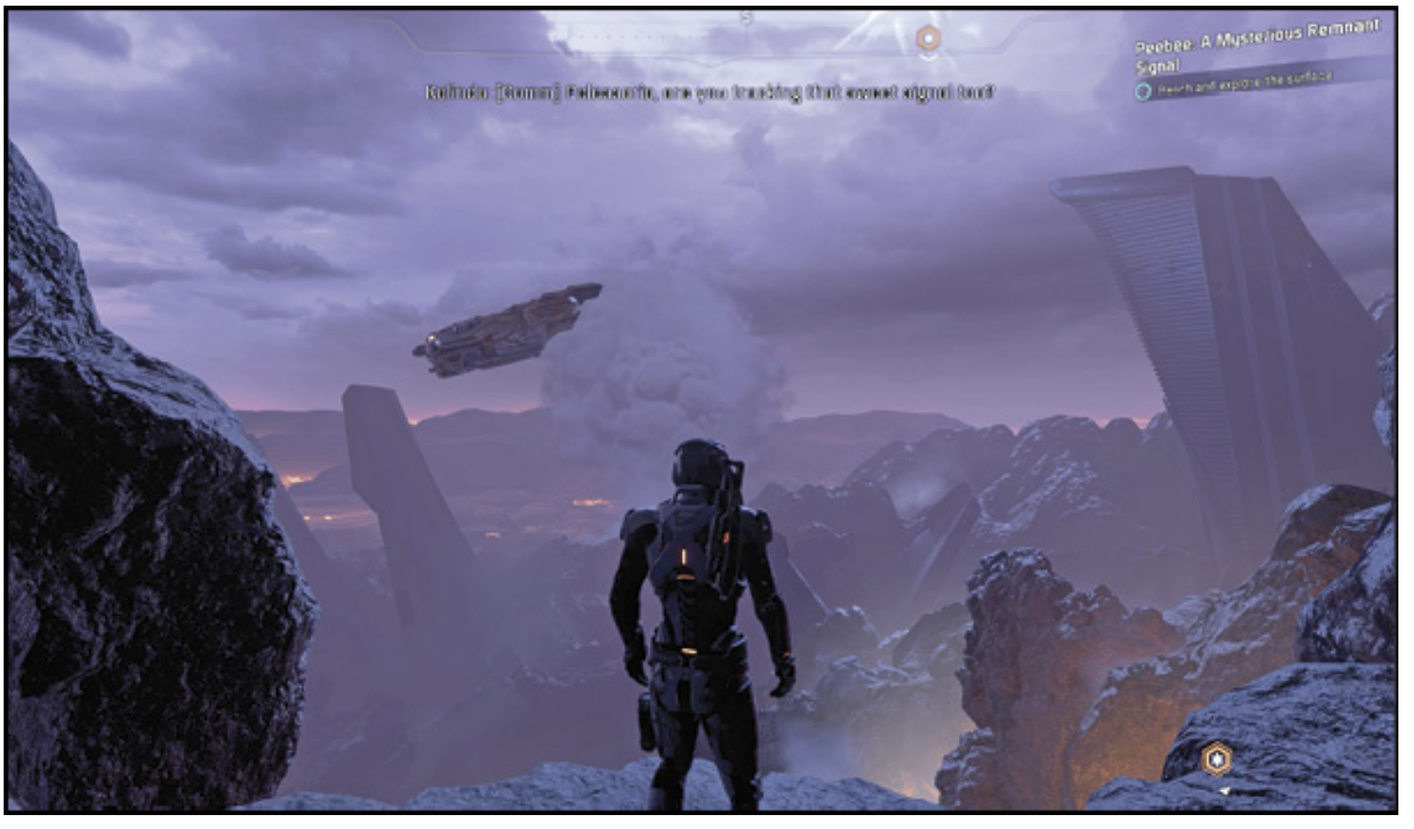
In this cave, scan the large **assembly-line dispenser**, and note the conduit running through it. There are a couple of obsidian boulders that can be shot to reveal containers. Approach the Remnant gate **(5)**.

SEEK A METHOD TO OPEN THE GATEWAY

Scan the Remnant **power node** up high to the left of the closed Remnant gate. This tells the friendly Observer what to unlock. Scan the Remnant gate, then head back to the large assembly-line dispenser in the middle of the cave and trace the conduit to a Remnant console. Interface with it to release the friendly Observer from the dispenser. If you already scanned the power node, the Observer begins interacting with it to open the gate.

REACH AND EXPLORE THE SURFACE

Follow the navpoint **(6)** through the new tunnel. You see Kalinda's shuttle streak across the sky when you reach the ledge outside the tunnel. Leap from the ledge down to the rocky pathway below. You run into Assemblers and Observers in the clearing **(6)**.



ELIMINATE ALL HOSTILE REMNANT FORCES

They seem to be coming off an assembly line, but keep at it. Destroy all the Assemblers and Observers in the area. Use the boulders and Remnant blast shields for cover. Find the ammo crates around to replenish your weapons. There's also a loot **container** near the edge of the mountain. Once all enemies have been destroyed, hop up onto the high platform on the mountainside **(8)**.

USE THE REMNANT CONSOLE TO OPEN THE GATEWAY

On the high mountain ledge, interface with the Remnant console **(8)** to lower the next Remnant gate. Hop down and explore the newly cleared path. Head for the next navpoint **(9)**.

CONTINUE NAVIGATING THROUGH THE RIDGE

When you reach the next clearing, Kalinda speaks over comms about placing a transmitter in Poc. That's how they've followed your every move. There's a gully at the navpoint **(9)** that you can't cross until you lay down a bridge (the Remnant antenna).

First, shoot the obsidian boulder **(A)** to reveal a Remnant console that turns the turret on the pillars friendly. This helps you in the following battle.

FIND A WAY TO EXTEND THE REMNANT ANTENNA

Interface with the Remnant console on the platform to lower the antenna. Remain on the platform in the target hacking zone until the hack meter in the top right corner of the screen fills completely. You must survive a serious Remnant assault during this hacking process.

SURVIVE THE REMNANT ASSAULT

Assemblers and Breacher after Breacher come attacking from the southwest. Take cover back near the turret and hold your ground. The turret is very helpful in keeping the enemy back.

CROSS THE BRIDGE GAP AND CONTINUE TRACKING

Once the hack is complete, cross the antenna **(9)** and jump from the end of it to the nearest ledge **(10)** on the other side of the lava river. Follow the ledge around and continue toward the navpoint **(11)**. Jump from the edge of the pathway down onto an island featuring a Remnant monolith.

SCAN THE BOULDER BLOCKING THE WAY THROUGH

You can see the next navpoint **(11)** on the side of a cliff nearby. Scan the boulder to reach the next objective. It's a **giant igneous basalt boulder**. It needs to be destroyed by a friendly Observer.

First things first. There's going to be a huge battle here, so employ the turret by interfacing with the Remnant console behind it. With that done, call the enemies in.

USE THE REMNANT CONSOLE TO SUMMON AN ALLIED OBSERVER

Shoot the boulder **(E)** to reveal the Remnant console that lifts a Remnant dispenser **(F)** in the distance. This does two things: It releases your friendly Observer, but also calls in a horde of Remnant, including two Destroyers, Nullifiers, Assemblers, and Observers.

ELIMINATE THE REMNANT THREAT

This is why you activated the turret. Use cover, and remember to shoot the turrets off the Destroyers to take them down more quickly.

SCAN THE BOULDER FISSURE

With the Remnant defeated, head back to the giant igneous basalt boulder **(11)** and scan it again; it comes up as a **rock fissure**. This directs your friendly Observer to destroy the rock and itself as the rock comes tumbling down, creating a platform in the lava that allows you to jump up to the next ledge.

CONTINUE TOWARD THE REMNANT SIGNAL

You run into Kalinda and her goons when you reach the high ledge **(12)** before the next cave entrance. Defeat the Raiders and Sharpshooter, then follow the next navpoint **(13)** through the cave tunnel.

PURSUE KALINDA

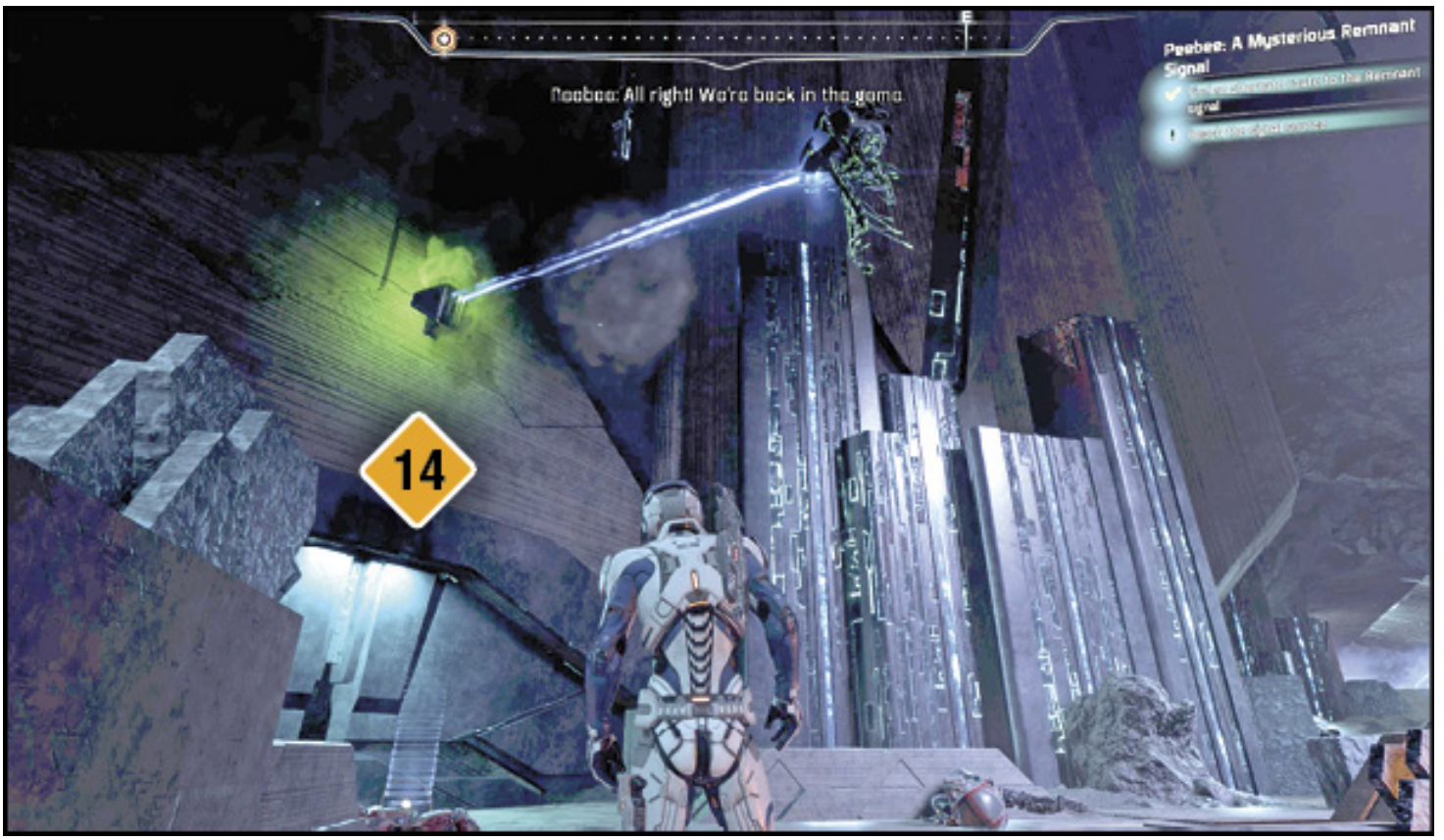
When you reach the lower tunnels **(13)** in the cave while pursuing Kalinda, the next navpoint snaps ahead and calls out the next cave **(14)**, where you run into Krannit, the krogan Outlaw.

DEFEAT KRANNIT AND HIS THUGS

In the cave with the large dispenser in the middle, fight Krannit and his crew. You battle Outlaw Raiders, a Saboteur, and Krannit—a Berserker.

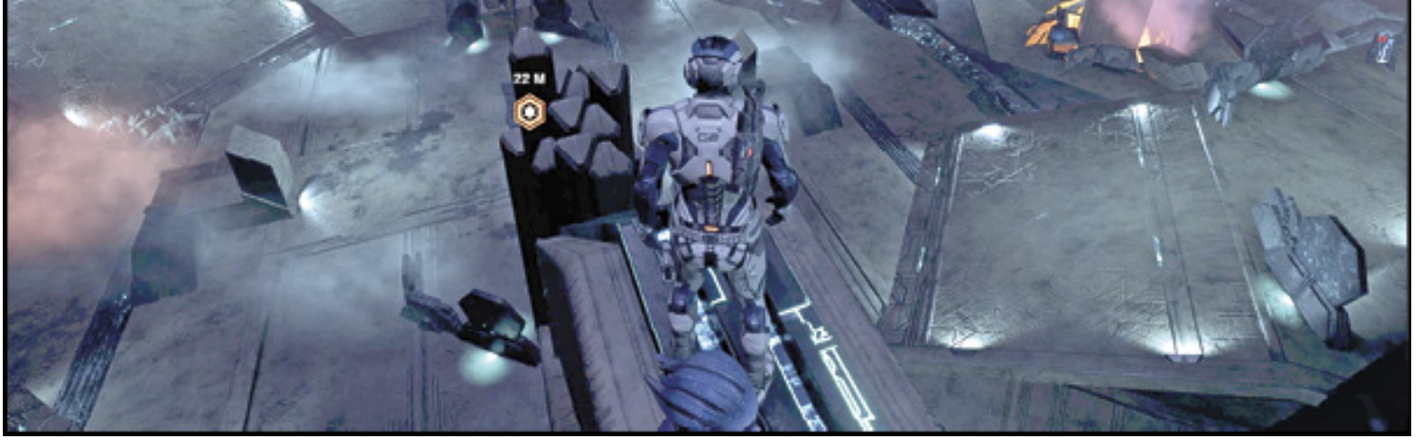
FIND AN ALTERNATE ROUTE TO THE REMNANT SIGNAL

Use the Remnant console in front of the assembly-line dispenser to release a friendly Observer. Scan the power node above the locked exit **(14)** so the Observer knows what to work on. The door opens. Head through the next tunnel.



REACH THE SIGNAL SOURCE

Follow the next navpoint **(15)** to a large Remnant vault-like chamber. Jump down to the navpoint on the floor to begin the festivities.



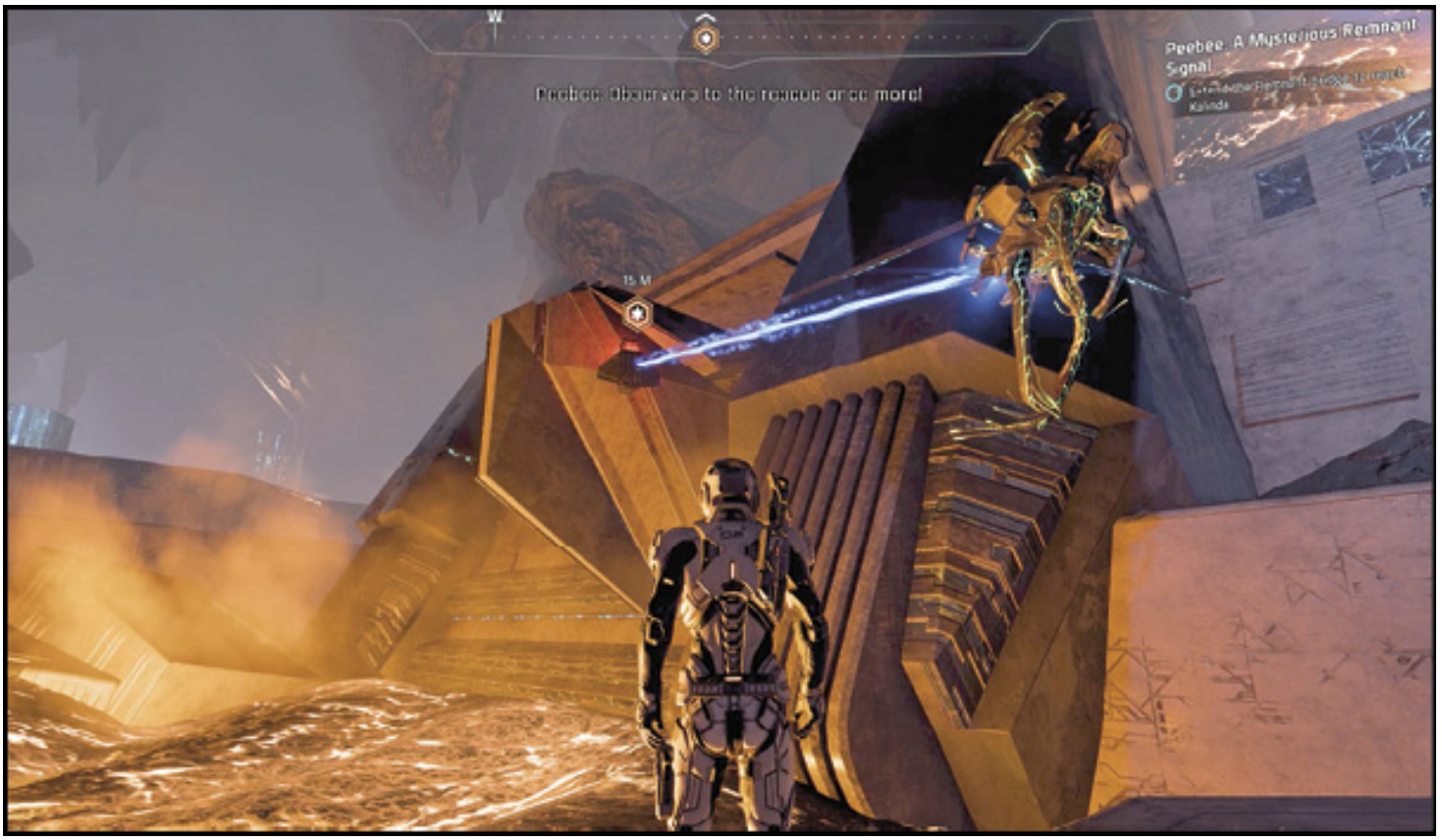
DEFEAT KALINDA'S FORCES

The first wave of enemies consists of only a few Adhi. Defeat them as you make your way to the right side of the vault to interface with the Remnant console **(G)** that releases the first of two Observers.

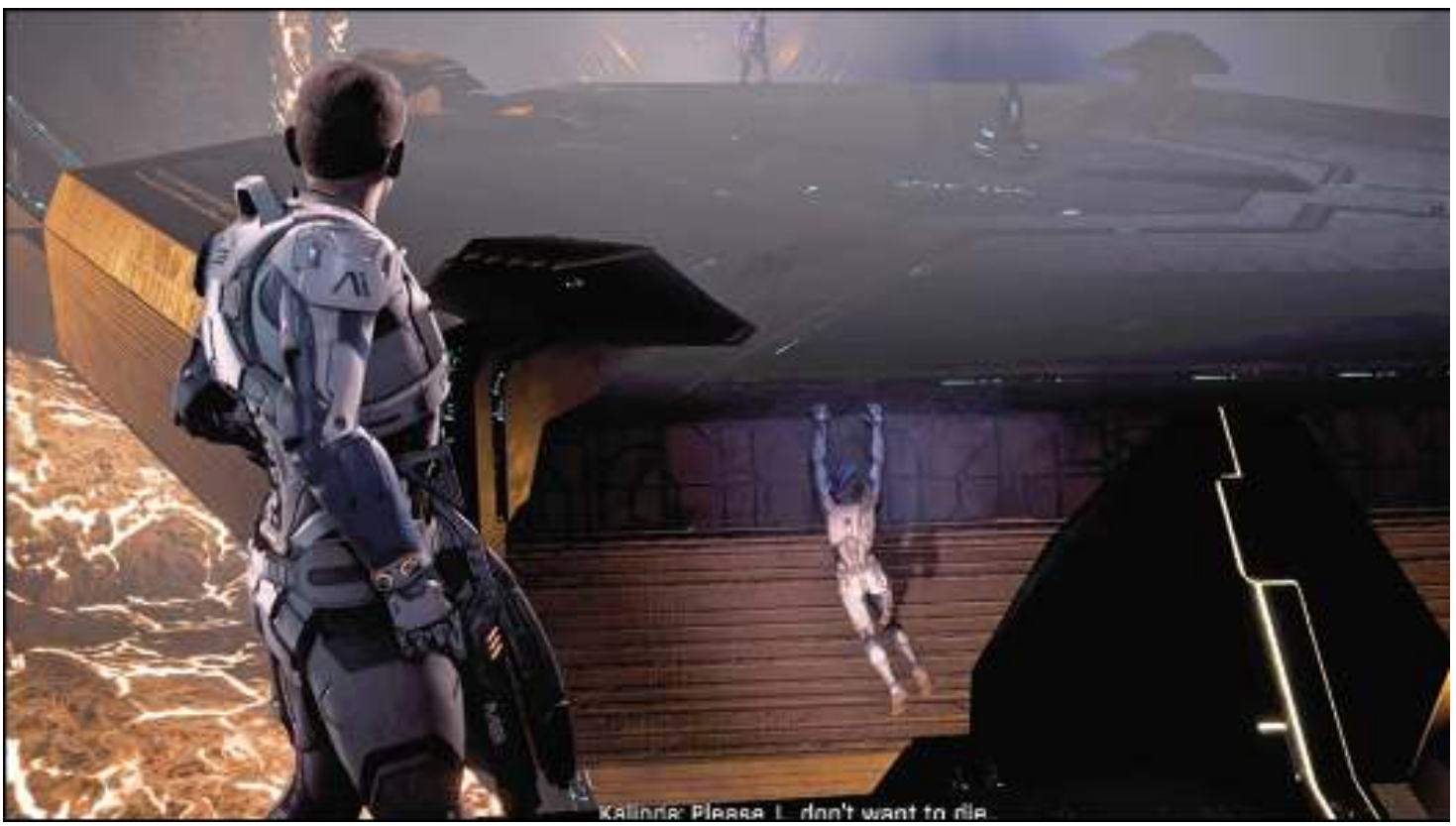
On the right side **(H)** of the vault, attack the remaining Adhi and Raiders, and soon the second enemy wave hits. Here you face Raiders and Sharpshooters. Take them on while releasing the second Observer using the Remnant console **(I)** near the dispenser.

In the third wave, you get hit by more Raiders, Saboteurs, two Hydras, and an Anarchist. That's the big one. Your Observers join you in the battle. Don't forget to use your team wisely—have them target different enemies, or put both on one Hydra while you take on the other. Once all enemies are defeated, continue out of the cave.

Scan the Remnant power node **(J)** so one of your Observers interfaces with it and destroys the ledge to create platforms in the lava. Make it onto a ledge **(K)** and closer to Kalinda.



Once you're on the ledge, Peebee and Kalinda both go running and jumping onto an unstable platform to grab the Remnant data core. Peebee gets to it first, only to drop it and watch it roll away as the platform falls to a steep angle. Kalinda slides off the edge but manages to hang on by her fingertips. You have a choice to make:



SAVE KALINDA OR THE REMNANT DATA CORE

Shooting Kalinda to stop Peebee from saving her earns you one ending to this quest. Peebee gets the prize, but she's upset about her "friend." However, if you don't press the prompted Shoot command, Kalinda is saved and the tech lost.

REACH KALINDA'S ESCAPE SHUTTLE!

You have 1:09 to get out of the caves. If Kalinda is alive, follow her lead. Run along the exterior mountain ledge and into a cave **(16)**; you're headed back through the caves you used to get in. Follow the navpoint **(4)** as you hold to the left side of the tunnels to get to the shuttle **(17)**.

The ending-scene dialogue—with you and Peebee in the escape pod room aboard the Tempest—differs depending on the choice you made regarding Kalinda. If you didn't save her, Peebee is upset and you have to come up with a lame excuse for why you murdered her friend. On the upside, Peebee gets her biggest Remnant tech prize ever. With this, she can fuse designs with the Remnant's—a huge accomplishment.

If you save Kalinda, well…you have Kalinda. Peebee seems happy, but she doesn't know what she's missing in that other time rift. Lastly, consider fliriting with Peebee while deciding how to get the Tempest's missing escape pod covered.

MASS EFFECT ANDROMEDA

Secondary Ops

Peebee: Reclaiming Poc

Mission Type: Allies and Relationships

Prerequisite: Complete "Secret Project"

Start Location: Tempest

Unlocking: Read email from Peebee

CHECK YOUR EMAIL FROM PEEBEE

TEMPEST

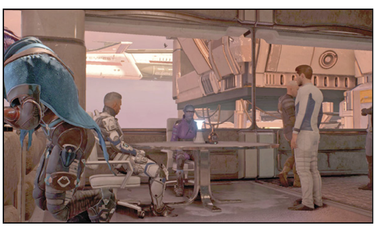
Read Peebee's "Got a Lead" email. In it, she says Poc has been stolen and must be recovered. She asks you to meet her at the bar at Kadara Port.

Got a Lead
Something big!
Returned Supplies
serum update
Thank you
Thanks for saving my carapace
Got a Lead
To: Ryder
From: Peebee
Hey, I've discovered someone who can help us find Poc. He might need a little convincing. When we go to Kadara Port, meet me in the bar, please?
Let's go get my bot back!
Peebee

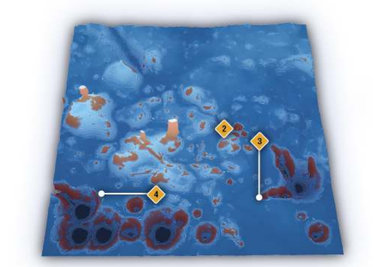
MEET PEEBEE IN THE KADARA BAR

KADARA PORT

Find Peebee **(1)** sitting at a table in the very back corner of Kralla's Song. She introduces you to Samrick, some guy who's sympathetic about Poc being stolen. He used to work for Kalinda and knows where her crews gather. You press and get a navpoint to where Poc is located on Elaaden.



GO TO THE LOCATION ON ELAADEN



ELAADEN

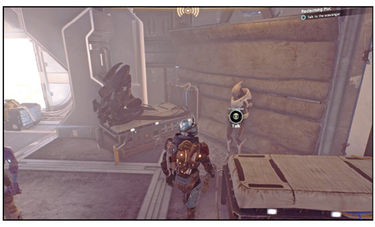
You land on Elaaden either at the Paradise **(2)** or the Elaaden outpost **(3)**, if you've built one. The navpoint directs you to the large sinkhole in the southwest **(4)**.

SEARCH THE SITE

You find a small barracks with **the floaty things** above it. Enter to find Poc on a bed, unresponsive. Talk to the scavenger inside.

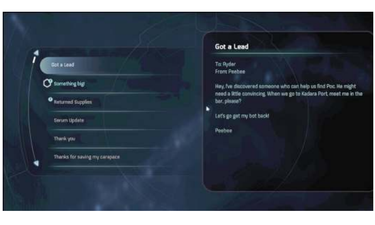
TALK TO THE SCAVENGER

The scavenger claims he found Poc in that condition and sells him to you. Buy the broken Observer. You can also ask him about the asari Kalinda. He denies knowing her, but it's obvious that he does. He has no more information. Leave with Poc.



SPEAK TO PEEBEE ON THE TEMPEST

Getting Poc back allows Peebee to finish her Remnant scanner.


Got a Lead
Something big!
Returned Supplies
Serum Update
Thank you
Thanks for saving my carapace
Got a Lead
To: Ryder
From: Peebee
Hey, I've discovered someone who can help us find Poc. He might need a little convincing. When we go to Kadara Port, meet me in the bar, please?
Let's go get my bot back!
Peebee

MASS EFFECT ANDROMEDA

Secondary Ops

Peebee: Spirits

Mission Type: Allies and Relationships

Prerequisite: Advance your relationship to the max

Start Location: Tempest

Unlocking: Read email from Peebee

READ EMAIL FROM PEEBEE

A gift for you
Fun and games
I'm freel
Cities and gardens
I appreciate the support
Belief is weird.
A gift for you
To: Ryder
From: Peebee
Hey there, gorgeous. I left a little something in your quarters.
Nice digs, by the way. Wouldn't mind spending more time there. Hint hint.
Peebee

TEMPEST: CAPTAIN'S QUARTERS

Read the "A Gift for You" email from Peebee. She left a gift for you. The note says to enjoy the drink and that she has an additional surprise waiting.

GO TO YOUR TEMPEST QUARTERS

If you read the email in your room, you don't have far to go. In the captain's quarters, find a gift beside the bed (not the music player). Examine the gift and prepare for quite a date.

MASS EFFECT ANDROMEDA

Secondary Ops

Peebee: The Museum Trip

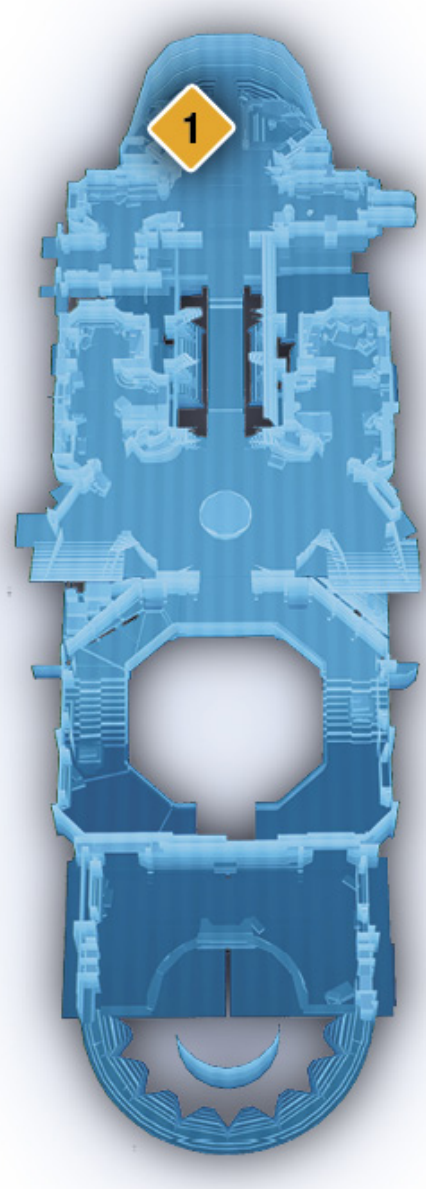
Mission Type: Allies and Relationships

Prerequisite: Peebee must have revealed Poc at her Nexus apartment during "Peebee's Secret Project," with all other conversations completed

Start Location: Tempest

Unlocking: Read email from Peebee

READ EMAIL FROM PEEBEE

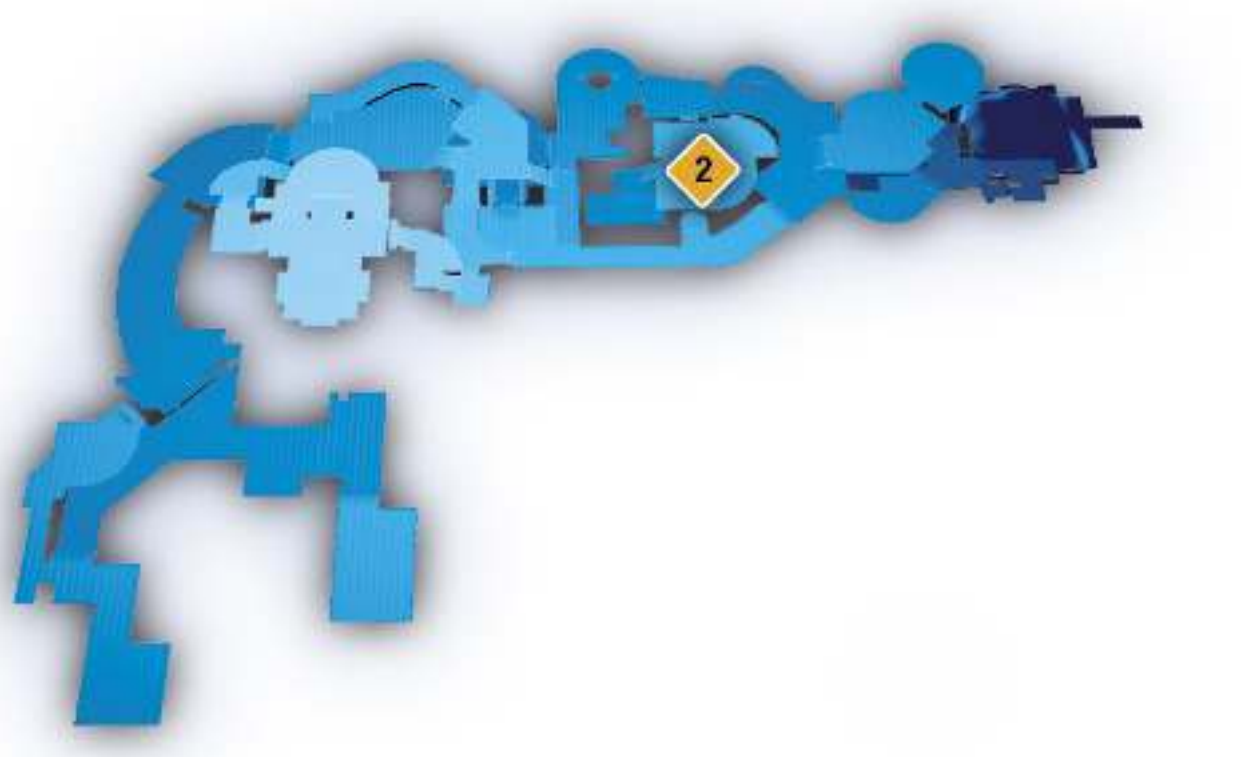


TEMPEST

Read your email from Peebee titled "Ay-Ay-Aya!" Peebee has asked you to meet her at the museum on Aya. Travel to Aya.

Ay—ay— Aya!
Message from Voeld: Intel on Kett
Problem on Voeld
The brothers McCoy
You were right...
Havarl: Science Team Deployment
Ay—ay— Aya!
To: Ryder
From: Peebee
Okay, so the angara have a place they call the "Repository of History" — I know, sounds super dull. They need someone with more of a flair for naming things, huh?
Next time you're running around Aya, come see me there, will ya?
Peebee

TALK WITH PEEBEE AT THE MUSEUM ON AYA



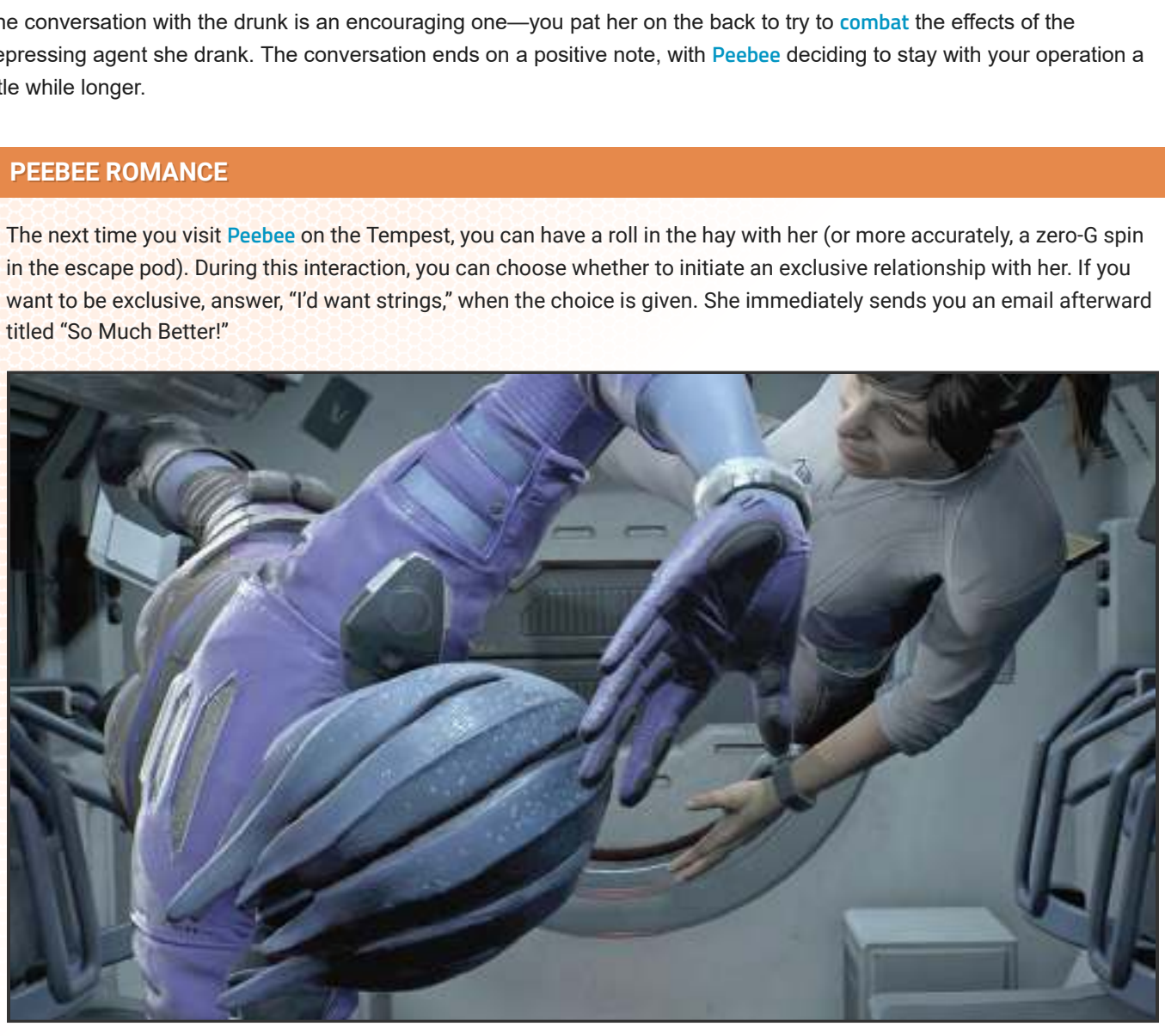
AYA: REPOSITORY OF HISTORY

Enter the museum **(2)** on Aya and find Peebee in the southwest corner, staggering and swaying. She's drunk. Now you know why it's called "The Museum Trip."

The conversation with the drunk is an encouraging one—you pat her on the back to try to combat the effects of the depressing agent she drank. The conversation ends on a positive note, with Peebee deciding to stay with your operation a little while longer.

PEEBEE ROMANCE

The next time you visit Peebee on the Tempest, you can have a roll in the hay with her (or more accurately, a zero-G spin in the escape pod). During this interaction, you can choose whether to initiate an exclusive relationship with her. If you want to be exclusive, answer, "I'd want strings," when the choice is given. She immediately sends you an email afterward titled "So Much Better!"



MASS EFFECT ANDROMEDA

Secondary Ops

Peebee's Remnant Scanner

Mission Type: Allies and Relationships

Prerequisite: Advance "Peebee's Secret Project" up to visiting her Nexus apartment to see Poc

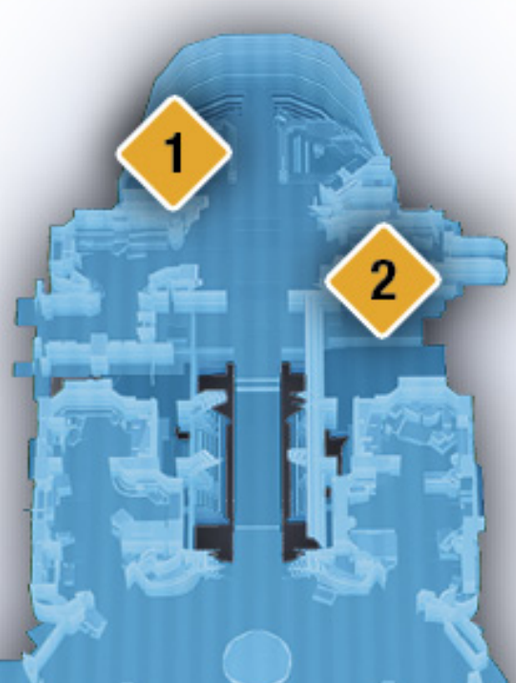
Start Location: Tempest

Unlocking: Read email from Peebee

PEEBEE LOYALTY MISSION ORDER

Since our guide lists these missions in alphabetical order, it's important to understand the chronological order as well. "Peebee's Secret Project" is the first quest you do for her concerning Remnant tech. This involves acquiring Rem-tech from Voeld, then speaking to her in the escape pod. Next, visit her Nexus apartment to be introduced to Poc. The mission ends here, and the story continues as "Peebee's Remnant Scanner." During this mission, you find three Rem-tech pieces, taking you from Eos to Havarl to Kadara. Then you must reclaim Poc in "Reclaiming Poc." This leads to using the scanner to unlock her final Loyalty Mission, "A Mysterious Remnant Signal."

READ EMAIL FROM PEEBEE



TEMPEST

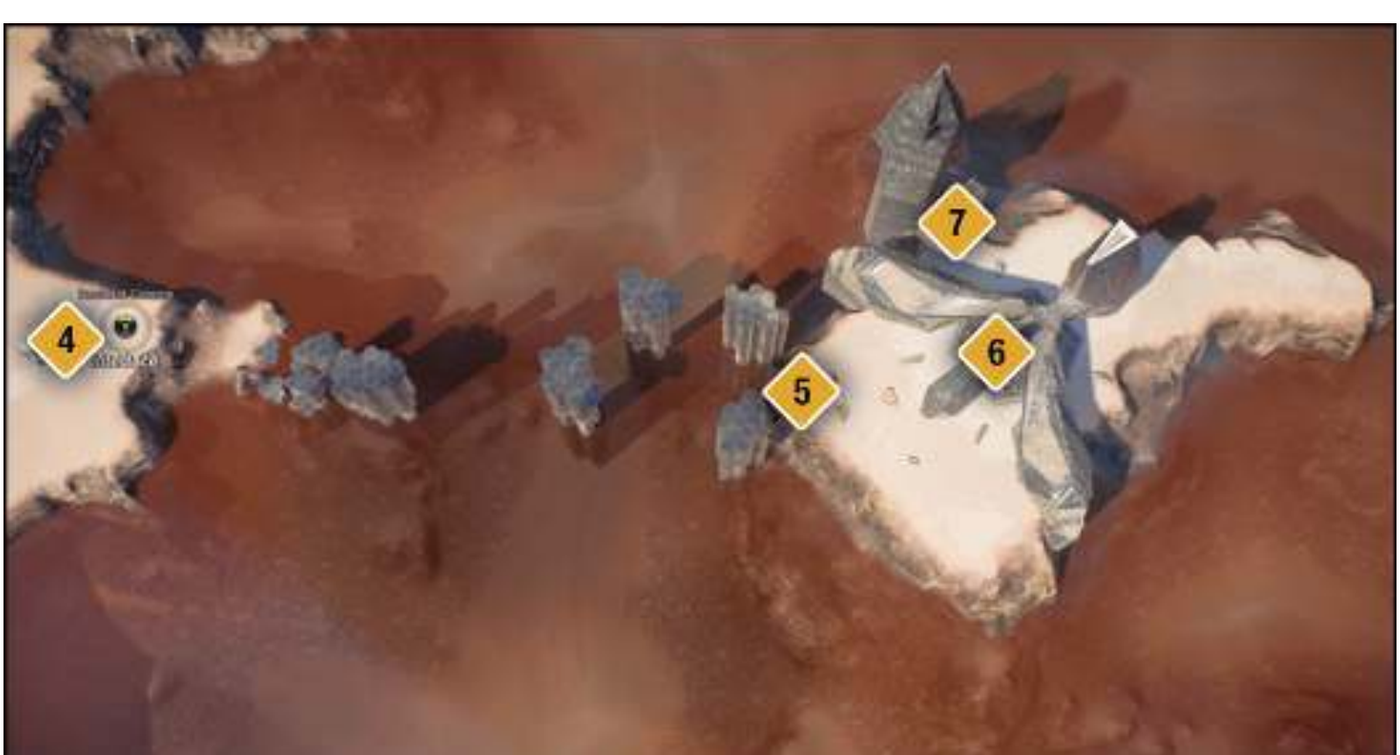
Read your email either from your room on the Tempest or from the email terminal **(1)** on the bridge. The email from Peebee is titled “New Project.” It arrives after you visit her Nexus apartment to see Poc for the first time during “Peebee’s Secret Project” (which goes on hold afterward).

SPEAK TO PEEBEE ON THE TEMPEST

Don’t run off; head right into the escape pod **(2)** where Peebee hangs out and works on research projects. Walking in triggers an automatic conversation. She explains her Remnant scanner concept and tells you she needs three specific pieces of Remtech to put it all together. Scan Poc before you leave the escape pod. Now you must find rare Remnant tech so Peebee can perfect her scanner.

GO TO THE REMNANT RUINS ON EOS

EOS: OUTLAND SPIRE



Travel to Eos and use the forward station **(3)** to fast travel to the Outland Spire area, where you find a Remnant console **(4)** to interface with, which raises Remnant pillars out of the toxic lake.

Use the pillars and the cloaked bridges to get from the shore to the small island containing the Remnant ruins **(5)**. Destroy the Observers and Breachers along the way.

RECOVER A REM-TECH PIECE ON EOS

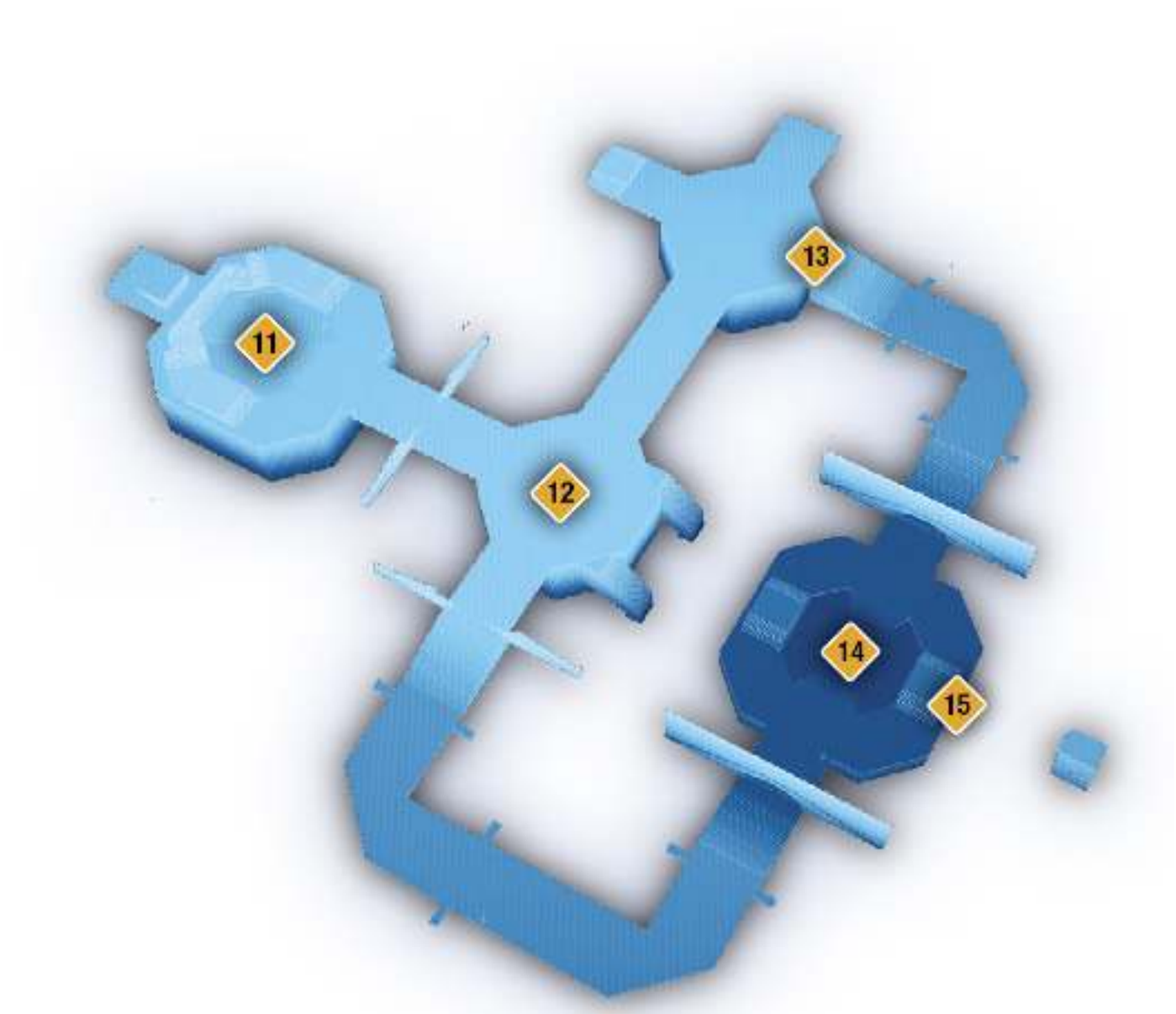
Jump down off the last pillar to the island of Remnant ruins. Defeat the Remnant on the island and pick up the Remnant **relic** from beside the Remnant console on the platform. At that point, dropship arrives and deploys a team of Roekaar Raiders with a Berserker **(6)**. Defeat these guys as well as the remaining Remnant bots and Creepers. You earn a small amount of AVP and increase Eos Viability by +2% for recovering the relic. Use the Remnant console **(7)** on the north side of the island to activate the horizontal Gravity Well that transports you back to land (or use a forward station via the menu map).

GO TO THE REMNANT RUINS ON HAVARL

HAVARL

From the landing zone **(8)**, head to the Central Wilds forward statin **(9)** and then due north to the Remnant ruins **(10)**. You run into wildlife on the way there and probably when you reach the ruins. At the ruins, there are Remnant Observers and Assemblers to deal with. Enter the vault.

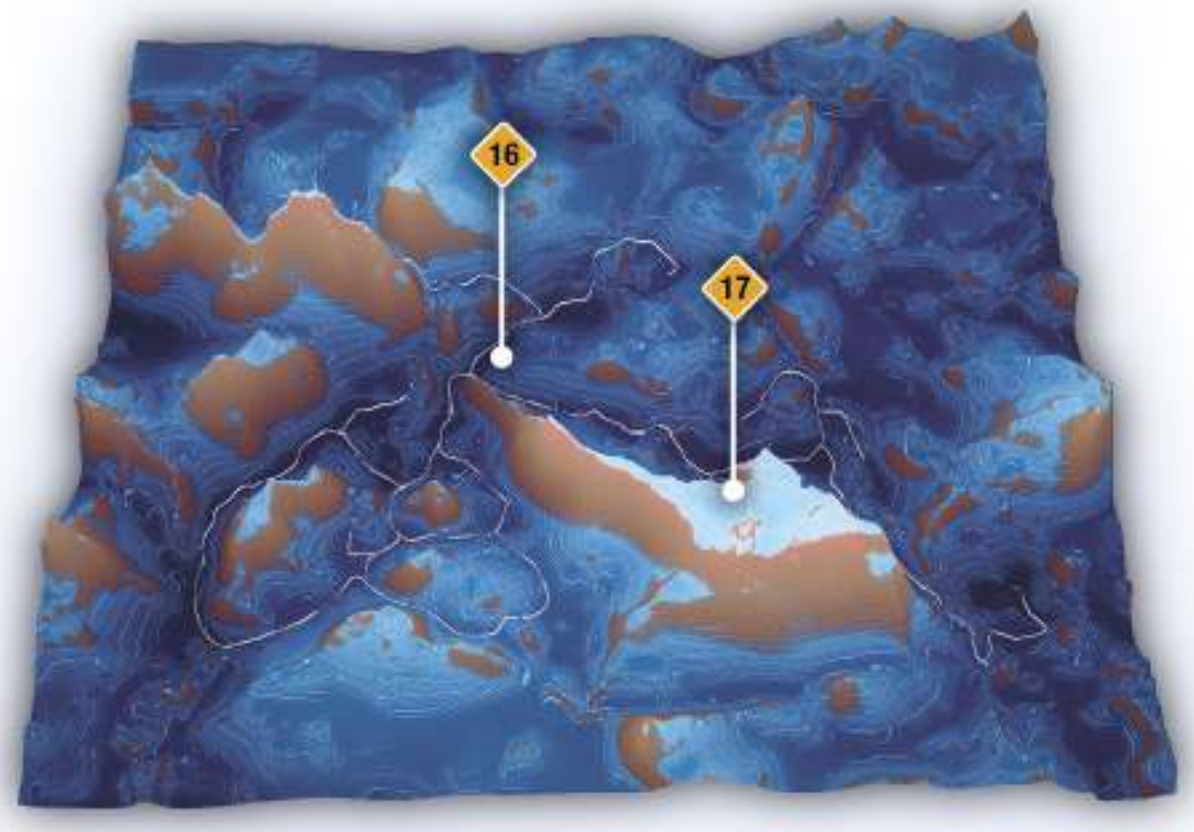
RECOVER A REM-TECH PIECE ON HAVARL



HAVARL REMNANT VAULT

Take the Gravity Well **(11)** down to the lower vault and enter the next chamber **(12)** with the large force field window. Head through the tunnel on the left, and then take a right **(13)** in the next chamber to follow the tunnels that lead to the target chamber **(14)**.

Look behind the door (opposite the force field window) to find a woman standing in a container room **(15)**. You meet Rylie inside. Her team tried to clear out the vault but couldn't defeat the many Remnant constructs. A krogan runs the field crews; she says his name is Krank or Krankit, or something. Peebee's second Remnant **piece** is in the **container** behind Rylie. Take it. You receive the coordinates for the final piece on Kadara, plus a little AVP and +2% Havarl Viability. Defeat the bots and get back to the Tempest.



KADARA

While on Kadara, head to the Remnant site **(16)** near the vault in Haarfel. You notice all the clutter as you approach. Then the enemies mess up things even more.

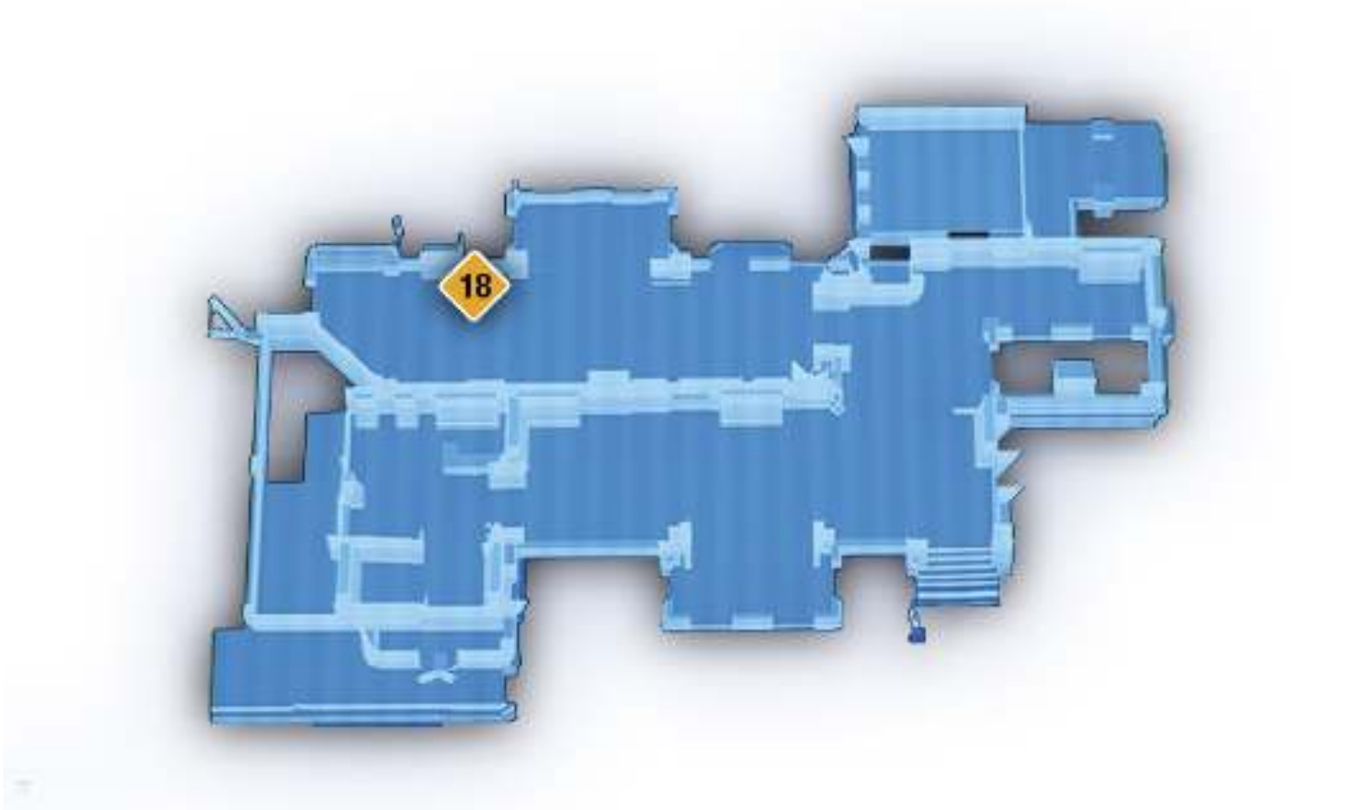
DEFEAT THE OUTLAWS

Defeat the Outlaw Raiders from around the monolith.

SEARCH THE KADARA SITE FOR A REM-TECH PIECE

Look for the Remnant relic in the small **container** near the stack of larger containers. Instead, you find a **datapad** containing a message from Krannit. He says he has what you're looking for and that he'll meet you and your asari at Kadara Port. He intends to sell the piece to you. If you're leaving now, use the Kadara Slums Forward Station **(17)** to get into the slums and then into Kadara Port via lift.

MEET PEEBEE TO ACQUIRE THE REM-TECH PIECE FROM THE OUTLAW KROGAN



MASS EFFECT ANDROMEDA

Secondary Ops
Peebee's Secret Project

Mission Type: Allies and Relationships

Prerequisite: Complete the vault challenge on Eos

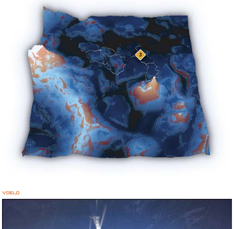
Start Location: Tempest

Unlocking: Talk to Peebee after completing the Eos vault

SPEAK TO PEEBEE IN THE TEMPEST ESCAPE POD

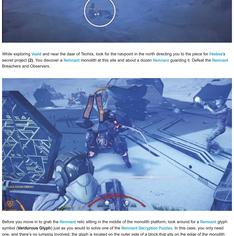
TEMPEST

When you enter the escape pod (**1**) on the bridge, Peebee tells you not to peek, she's trying to keep her project under wraps until she's ready to reveal it. She thanks you for retrieving the critical piece of remtech she needed. You have an opportunity during this conversation to hit on her with a passionate response. She says next time you're on the Nexus, she'll reveal her secret project.



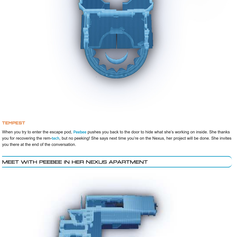
CHECK YOUR EMAIL FROM PEEBEE

After the escape pod, read your email from Peebee titled "Rem-Tech," in which she asks if you can help her get one piece of rem-tech from Voeld. The navpoint on Voeld is given.

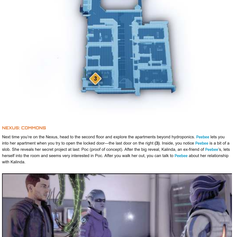

Rem-Tech
To: Ryder
From: Peebee
Thanks to that Remnant storage tip from the Archon, all I need is one piece of rem-tech from Voeld to complete my project. My mentor would really need a hook.
If we have a chance, we can go for it!!
Peebee

RECOVER THE REM-TECH FROM THE REMNANT SITE

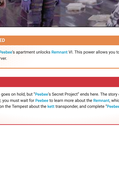
VOELD



While exploring Voeld and near the dase of Techta, look for the navpoint in the north directing you to the piece for Peebee's second project (**2**). You discover a Remnant monolith at this site and about a dozen Remnant guarding it. Defeat the Remnant Breachers and Observers.



Before you move in to grab the Remnant relic sitting in the middle of the monolith platform, look around for a Remnant glyph symbol (**Vertumnus Glyph**) just as you would to solve one of the Remnant Decryption Puzzles. In this case, you only need one, and there's no jumping involved: the glyph is located on the outer side of a block that sits on the edge of the monolith base platform. Solve the puzzle to obtain Peebee's rem-tech.



The order of glyphs used to solve the puzzle.

SPEAK TO PEEBEE IN THE TEMPEST ESCAPE POD

TEMPEST

When you try to enter the escape pod, Peebee pushes you back to the door to hide what she's working on inside. She thanks you for recovering the rem-tech, but no peeking! She says next time you're on the Nexus, her project will be done. She invites you there at the end of the conversation.

MEET WITH PEEBEE IN HER NEXUS APARTMENT

NEXUS: COMMONS

Next time you're on the Nexus, head to the second floor and explore the apartments beyond hydroponics. Peebee tells you into her apartment when you try to open the locked door—the last door on the right (**1**). Inside, you notice Peebee is a bit of a slob. She reveals her secret project at last: Pivi (proof of concept). After the big reveal, Kalinda, an ex-friend of Peebee's, lets herself into the room and seems very interested in Pivi. After you walk her out, you can talk to Peebee about her relationship with Kalinda.

REMNANT VI UNLOCKED

Your introduction to Pivi in Peebee's apartment unlocks Remnant VI. This power allows you to call upon "Zap," a controllable Remnant Observer.

MISSION ON HOLD

The game says the mission goes on hold, but "Peebee's Secret Project" ends here. The story continues in "Peebee's Remnant Scanner." However, you must wait for Peebee to learn more about the Remnant, which happens in Mission 3. You must also speak to Gil on the Tempest about the lost transponder, and complete "Peebee: The Museum Trilgi" on Aya.

MASS EFFECT ANDROMEDA

Secondary Ops

Precious Cargo

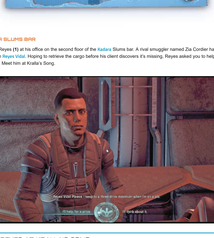
Mission Type: Heleus Assignment: Kadara

Prerequisite: Complete Heleus Assignment, Kadara, "A People Divided"

Start Location: Kadara Slums

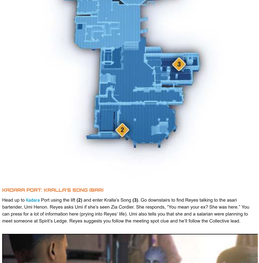
Unlocking: Talk to Reyes Vidal

MEET REYES AT THE KADARA SLUMS

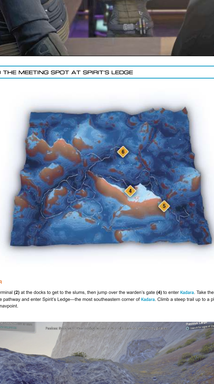


KADARA SLUMS BBR

Speak to Reyes **(1)** at his office on the second floor of the Kadara Slums bar. A rival smuggler named Zia Cordier has stolen cargo from Reyes Vidal. Hoping to retrieve the cargo before his client discovers it's missing, Reyes asked you to help him locate Zia. Meet him at Kralla's Song.



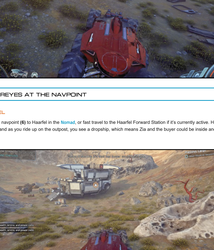
MEET REYES AT KRALLA'S SONG



KADARA PORT: KRALLA'S SONG (BRR)

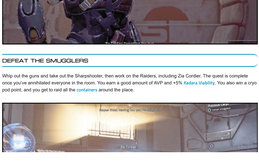
Head up to Kadara Port using the lift **(2)** and enter Kralla's Song **(3)**. Go downstairs to find Reyes talking to the exart bartender, Umi Heron. Reyes asks Umi if she's seen Zia Cordier. She responds, "You mean your ex? She was here." You can press for a bit of information here (prying into Reyes' life). Umi also tells you that she and a salarian were planning to meet someone at Spirit's Ledge. Reyes suggests you follow the meeting spot clue and he'll follow the Collective lead.

GO TO THE MEETING SPOT AT SPIRIT'S LEDGE



KADARA

Use the terminal **(2)** at the docks to get to the slums, then jump over the warden's gate **(4)** to enter Kadara. Take the Nomad east on the pathway and enter Spirit's Ledge—the most southeastern corner of Kadara. Climb a steep trail up to a plateau to reach the navpoint.



SEARCH FOR SIGNS OF ZIA'S MEETING

Jump out of the Nomad and defeat the wildlife that may attack in this area. Scan the ground around the litter to find an underground wire. This leads you to a Rydlot and a console (a laptop on the ground). Activate the console.

EXAMINE DEAD DROP

Activating the laptop doesn't seem to make anything happen. Follow the navpoint back the way you came, to what looks like a blocked cave entrance. Examine the **datapad** in this cave hole. You tell Reyes over comms that you have a navpoint. He says it must be where Zia's holding the cargo. He also informs you that the salarian is a fence. No direct connection to the Collective.

MEET REYES AT THE NAVPOINT

HAARREL

Follow the navpoint **(5)** to Haarfel in the Nomad, or fast travel to the Haarfel Forward Station if it's currently active. Head to the navpoint, and as you ride up on the outpost, you see a dropship, which means Zia and the buyer could be inside and ready to bolt.

Find Reyes inside the building under the stairs on the first floor. He says the place is empty. You can reply, "We were too late" or "This is a setup."

Zia Cordier—Reyes' ex—walks in. She knew you would figure it out eventually. She sics her guys on the two of you.

DEFEAT THE SMUGGLERS

Whip out the guns and take out the Sharpshooter, then work on the Raiders, including Zia Cordier. The quest is complete once you've annihilated everyone in the room. You earn a good amount of AVP and +5% Kadara Viability. You also win a cryo pod paint, and you get to raid all the containers around the place.

MASS EFFECT ANDROMEDA

Secondary Ops

Recovering the Past

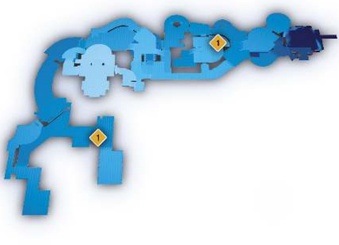
Mission Type: Heleus Assignment: Aya

Prerequisite: Mission 2, after the conversation with Evfira

Start Location: Aya

Unlocking: Talk to Avela Kjar at the docks or in the museum when Aya is open

SPEAK WITH AVELA KJAR



AYA: DOCKS OR REPOSITORY OF HISTORY

ROMANCE HER

You can have a romance with Avela Kjar.

FORGOTTEN HISTORY

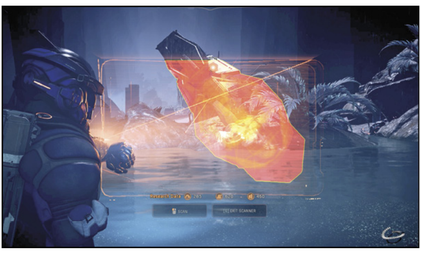
Completing this quest unlocks the next collection quest for Avela called "Forgotten History."

Speak to Avela Kjar **(1)**, who's at the docking area if you aren't allowed into the city, or at the Repository of History once you can roam free. She's the curator for the Repository of History. They study relics and try to piece together what they lost in the Scourge. She tells you about the many angaran ships that went down in Havarl. A scientist sent her a navpoint for a crash site. She's concerned about the Remnant threat, but heard you can deal with them. Agree to help her.

LOCATE THE ANCIENT CRASH SITE ON HAVARL

HAVARL: CHASM OF THE BUILDERS

When you make it to Havarl, find the ancient crash site in the middle of the map **(2)**. The ancient angaran starship wreck is in the water under the bridge (which is not operational until you advance the story a bit more). Be prepared to battle Remnant Observers and Assemblers in this area. Use the stair-like ledges on the west side of the Chasm of the Builders to reach the water's edge. Scan the wreckage and loot the containers around it.



INVESTIGATE THE CRASH SITE

Approach the starship and interact with the cockpit from the east side of the wreckage. You pick up an **ancient angaran pilot's** helmet. This relic needs to be returned to Avela.

RETURN THE RELIC TO AVELA ON AYA

When you're back on Aya, return to Avela in the museum **(1)**. Hand over the angaran pilot's helmet you found on Havarl. This helmet will go on display at the museum. Speak to her again to begin the "Forgotten History" quest.

MASS EFFECT ANDROMEDA

Secondary Ops
Reformation

Mission Type: Heleus Assignment: Voeld

Prerequisite: Access to Voeld; Mission 2, complete "Return to the Tempest" after Aya; complete "Meet Evfra at the Resistance HQ" during "A Trail of Hope"

Start Location: Voeld

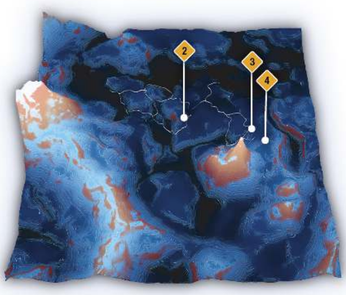
Unlocking: Speak to the angaran priestess

SPEAK TO THE ANGARAN PRIESTESS

VOELD: ANGARAN RESISTANCE BASE

With the prerequisites met, Roshwar Linn **(1)**, the angaran priestess in the angaran Resistance base med room, asks for your help. Speak to her, and she tells you about the Gloryseekers who do not fear death and test themselves against kett in what some might call suicide attacks. One young Gloryseeker named Tej plans to attack a kett station. It's unlikely he'll succeed without help.

SPEAK TO A GLORYSEEKER



VOELD

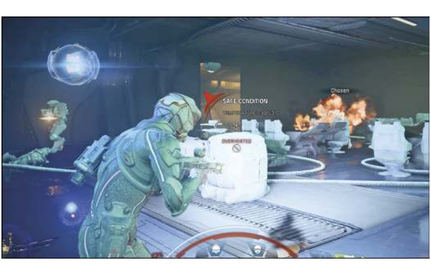
Access your map and switch to the first level to view the exterior map. Travel to the forward station at Techiix **(2)**, then follow the navpoint to a small building deep in the daar, beyond the merchant counter. Inside is a group of three angara.

Speak to Shoraad, and he asks how many kett you've killed. His friend Venish becomes your immediate friend when you can't answer because there have been too many to count. Koff asks what you need from them. You can say you stumbled across them, or mention Gloryseekers. Either way, they begin talking about reincarnated angaran fighters and how Tej is their hope now.

HELP TEJ FIGHT THE KETT

Pull up the map and find the next navpoint east of the kett mountain base. Use the forward station **(3)** to reach the kett base **(4)**.

Open the door and throw explosives. The small outpost is full of kett Chosen, Anointed, and Wraiths. Defeat them all and talk to Tej. He's starting to question the reality of reincarnation. Tell him to go back to Priestess Roshwar. He agrees that's probably a better move than going back to his Gloryseeker friends. This completes the mission. You earn a small amount of AVP and increase Voeld Viability by +2%.



MASS EFFECT ANDROMEDA

Secondary Ops

Remove the Heart

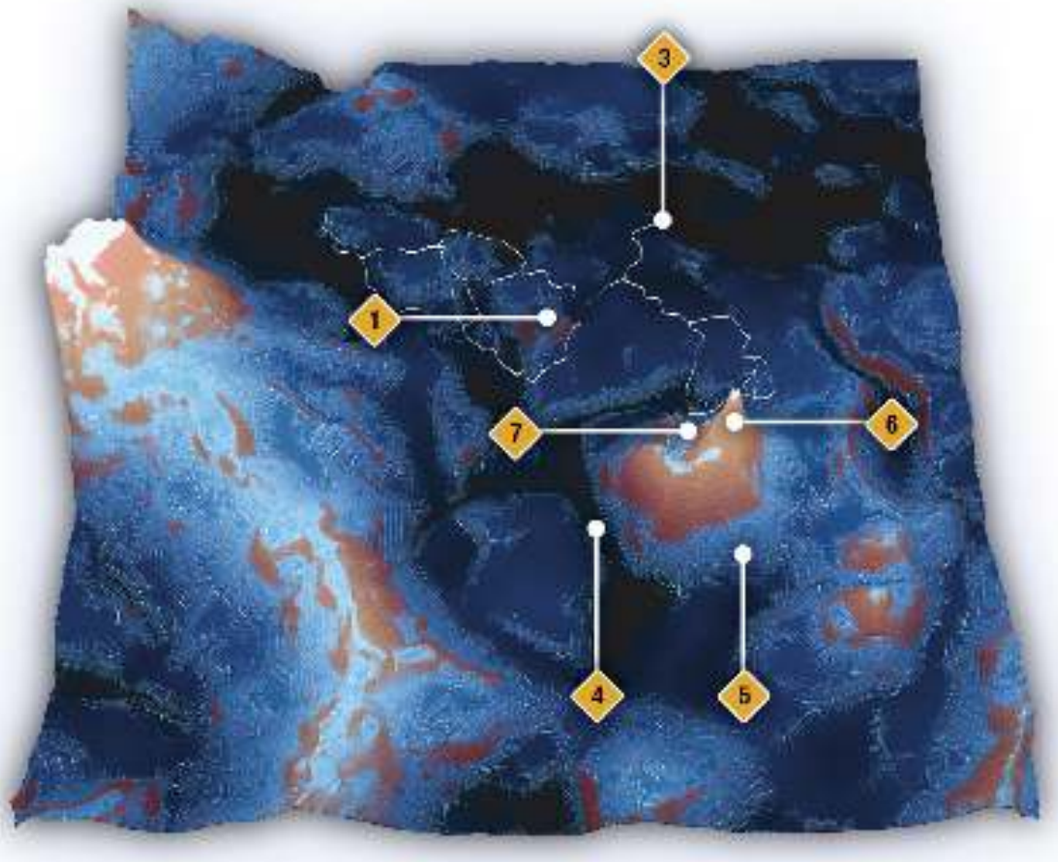
Mission Type: Heleus Assignment: Voeld

Prerequisite: Complete "Meet the Family"

Start Location: Voeld

Unlocking: Complete the mission "Meet the Family"

SPEAK TO BUXIL



VOELD: TEXHIIX

Enter the angaran daar of Techiix **(1)**. Find Buxil **(2)**, Niilj's **sister**, in the second building on the right. When you speak to her to complete the mission "Meet the Family," you also start this mission. She sends you a navpoint for a side entrance to a kett facility that has door locks with a constantly changing code.

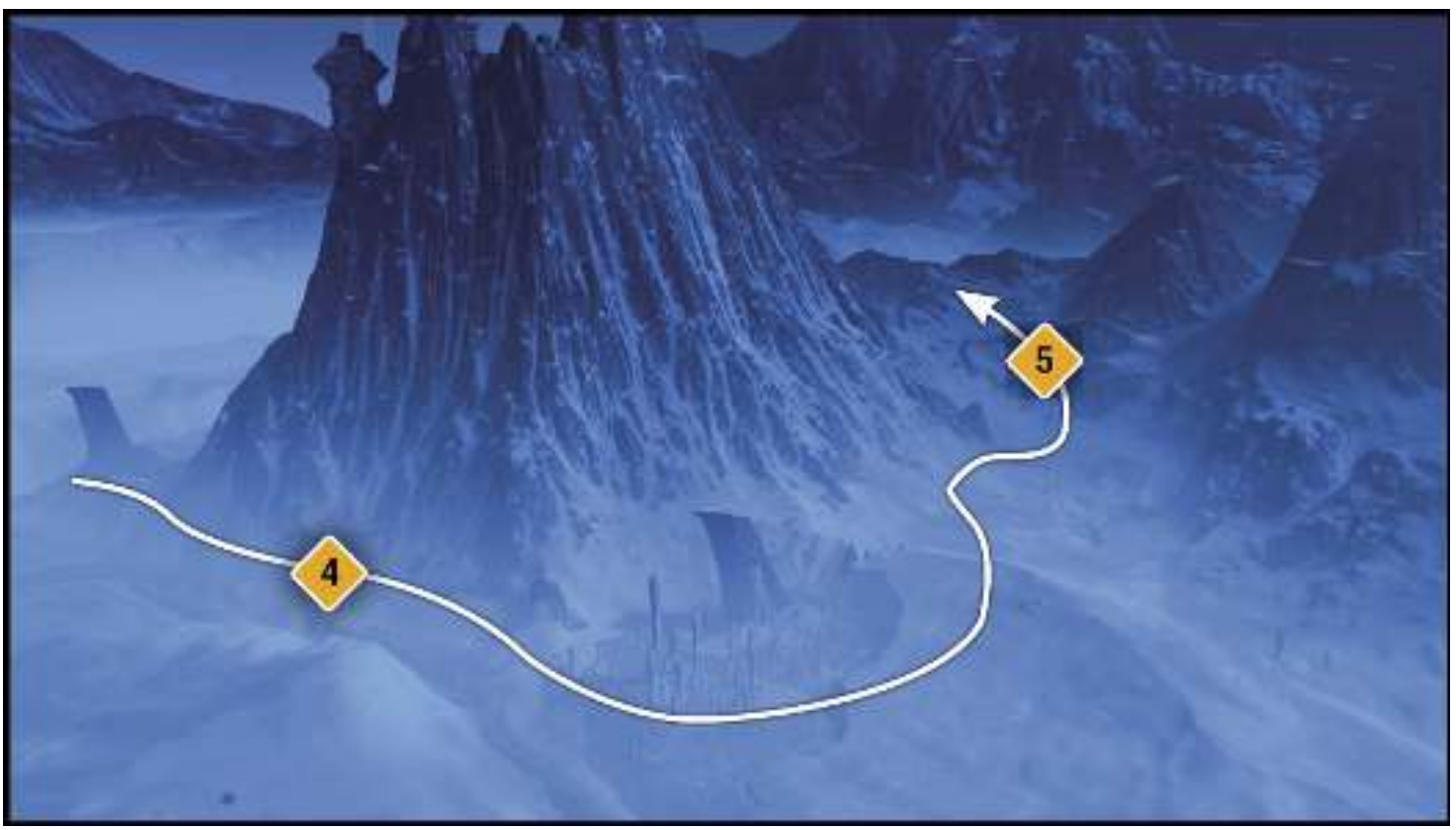
OPTIONAL: OBSERVE THE KETT SHIELD

JA NIIHK

Rescued angara have discovered that the kett operations station on the mountain controls all kett coordinations for the planet, as well as providing power to the shield that blocks access to the angaran city of Ja Niihk—the frozen dig site. Re-enter the Nomad and drive northeast until you come to the large kett shield **(3)** that encapsulates Ja Niihk. Get too close, and the defenses attack: turrets and kett soldiers. Just getting near the base fulfills this optional task, so drive away to avoid damage. You need to find a way to bring the shield down before you can enter this base. Head north and call in a forward station if you haven't done so already.

INVESTIGATE THE KETT BASE

KETT COMMAND TOC



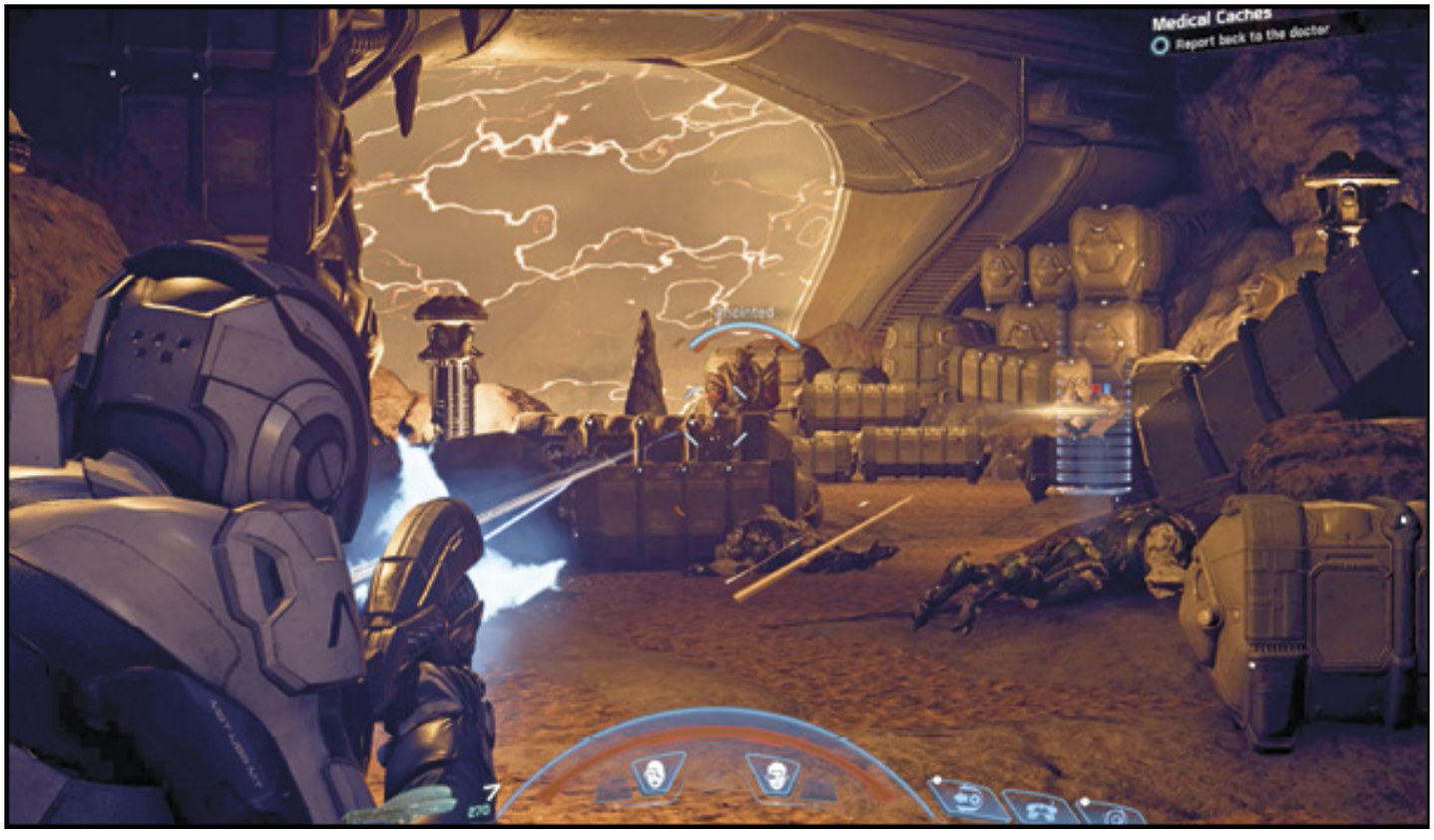
Drive the Nomad to the valley on the west side of the large mountain. When you reach the navpoint **(4)**, you're directed to a pathway up the mountain along the south side. Follow the navpoint **(5)** to a kett holding site, where you can choose to rescue more captured angara.

Continue north around the mountain, making your way up the side when possible. Check your map when a new navpoint **(6)** appears. Follow the narrow road running along the north side of the mountain.

KETT MOUNTAIN BASE SIDE ENTRANCE

At the end of the narrow road, stop the Nomad at the mouth of the cave. This is the side entrance **(7)** inside the Kett command center. Exit the Nomad ready for a fight. Take cover behind the first crates you come to and start attacking the Anointed and Chosen inside the cave.

Find the final **medical cache container** on the right side of the entry tunnel for the “Medical Cache” mission. There’s also a dead angara lying beside it. He didn’t get the supplies he needed. Continue fighting through the cave until you come to a higher ledge. Just beyond is a kett shield, plus a few more Chosen, an Anointed, and a Destined to battle. When the enemies are dead, approach the shield to complete the current objective.

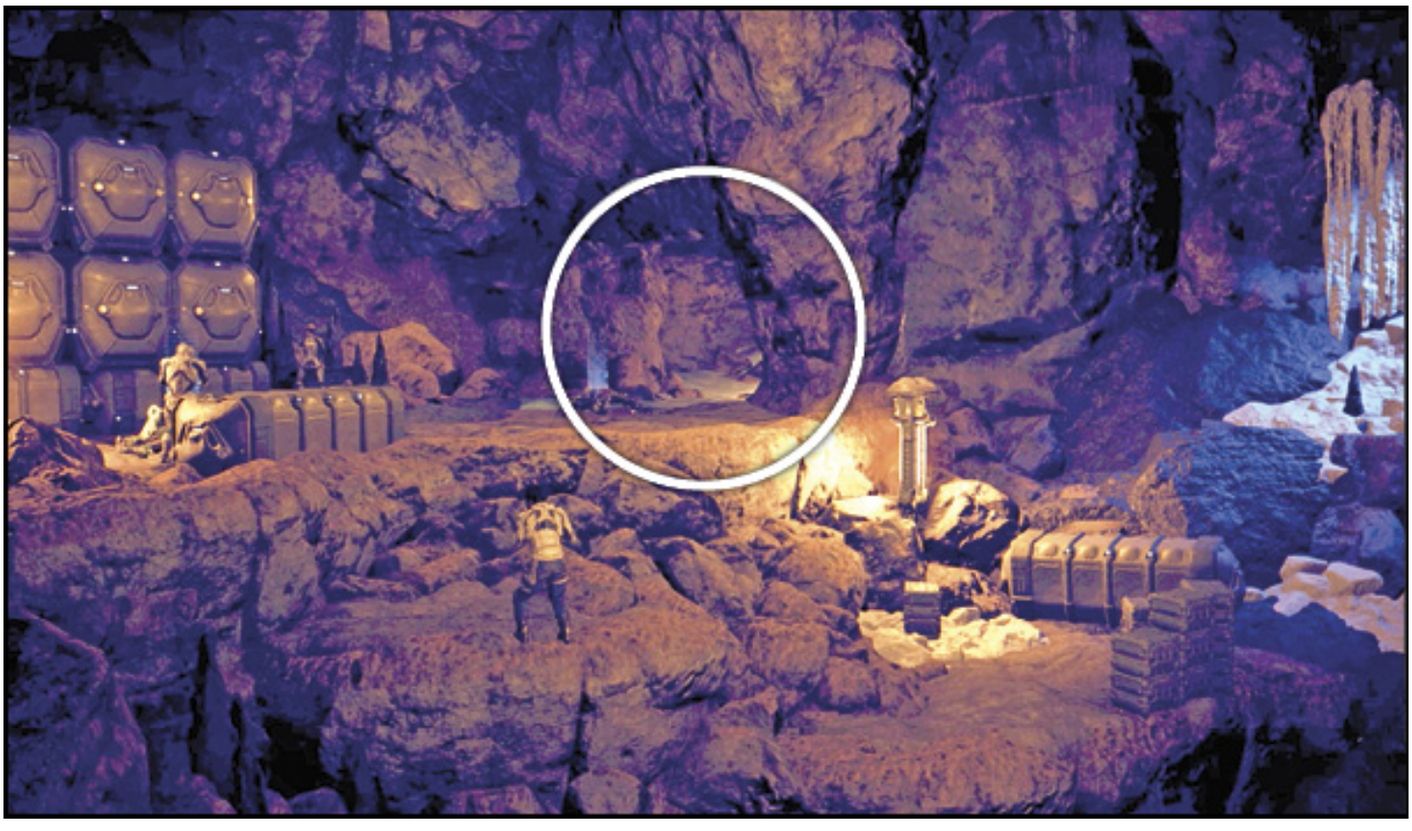


DISABLE THE KETT BASE SHIELD

After the enemy has been eliminated, you automatically call Buxil on comms and tell her you’re at the entrance of the base. You ask if she’s decrypted the code for the shields. Scan, then use the kett computer console on the right side of the shield to enter the code and bring the shield down.

INVESTIGATE THE KETT BASE

Follow the heat lamps through the cave. They not only keep you warm but also light the way. Stop just short of the next clearing, take cover, and begin your assault on the Anointed and Wraiths ahead. Jump up onto the ledge in the back of the cave where another heat lamp is located, then turn to the right to find a narrow tunnel leading out of the area. Follow this tunnel.



THE BRIDGE

Continue through the cave and defeat the kett in the next clearing. The cave opens to the exterior mountain **(8)**, where a bridge can be seen in the distance. Use cover and a ranged weapon to defeat the Chosen on the other side of the bridge **(9)**.

As you make your way up the pathway to the left, take cover around the large heat lamp **(10)**. The command center can be seen just ahead. SAM recommends that you head toward the primary tower, as it appears to be the core of the base. Move in closer to the base and attack the Destined and Chosen while searching for the next cover opportunity.

SECRET SUPPLY ROOM

When you first enter the base, follow and climb the left mountainside to find a rock ledge **(11)** at the back window of the first building on the left. Dash through the window to break it and gain entry. This is the only way into the top floor; the door is locked. Inside you find many containers full of good items.

If you entered the secret supply room **(11)**, exit through the same window and get to the top of the building to gain the height advantage on the enemies below. You can also use the front, second-level balcony, which offers cover as a good sniping location. Pick the enemy off and then make your way into the central building **(12)**.

Instead of investigating the console **(13)**, you're directed to visit the second floor, which forms a protective force field upon your approach. Wander the first floor just below it to trigger the lockdown. This also places you close to one of the three kett generators you need to deactivate.

DISABLE THE THREE KETT GENERATORS

When near (or on the floor beneath) the security terminal **(13)**, SAM informs you that it has locked down access to the **kett** tower. The terminal is protected by a force field. You must locate and disable the three generators to override the lockdown. Of course, you must battle through a few dropship loads of **kett** as well.

KETT GENERATOR 1

The nearest generator **(14)** is in the same building **(12)** on the first floor on the left end. If you're using the provided strategy, the generator is beside you. Deactivate it. Two more to go.

KETT GENERATOR 2

SAM has marked the location of the generators with navpoints. The next closest generator **(17)** is in a cave in the north mountainside. Take the most direct route there by sprinting through the central building's first floor and leaping out of the east window **(15)** down to the walkway **(16)** of the next building to the east. Sprint through this structure and enter the cave behind it. Kill any nearby kett, then deactivate the generator.

KETT GENERATOR 3

From the second kett generator **(17)**, pivot and exit the cave through the east tunnel **(18)**. This takes you right to the balcony where the generator **(19)** is located.

DESTROY THE KETT SECURITY TERMINAL

With the generators destroyed, the force field around the security terminal **(13)** shuts down. The terminal is on the second floor of the central building. Head up and sabotage it. Take cover and hold your ground as a squad of various kett locate and attack you.

FACT OR FICTION

While you're in this room, you might as well advance another side quest by accessing the alien computer in the corner **(20)** on the second floor, around the bend from the security terminal you just blew up. The data you extract furthers the side quest "Fact or Fiction." We suggest paging to that side quest now and knocking out a few more of its objectives before you leave this area of the base. Look at it as an optional objective of "Remove the Heart," as it can help you with this mission as well.

ACCESS THE OUTPOST CORE

Follow the northern walkway **(21)** to enter the cave **(22)**, defeating the few Chosen along the way. Interact with the console that faces the entrance. This opens the circular access area in the floor next to the console. Below is the outpost core.

REACH THE HANGAR BAY

KETT BASE: INTERIOR

Drop down through the opening in the floor and use the ammo cache to resupply your weapons. Defeat the kett and Wraiths in the connecting room. Scan the kett **hangar machinery** along the left wall. Hop through the window at the end of the room to access a **container** and more ammo and health. Continue downward, following the ramps and defeating more Wraiths and an Anointed. Open the door at the end of the hallway, descend the stairs into a small room below, and open the next door to find the hangar bay.

DESTROY ALL THREE HANGAR PLATFORMS

HANGAR BAY

Inside the subterranean hangar bay, you're confronted by wave after wave of every type of kett in existence. The best tactic is to destroy each of the three platforms **(A)** as quickly as possible. We find that sprinting to each of the navpoints—while using cover along the way—makes this challenge easier.

HANGAR SABOTAGE ATTEMPT

First, take cover behind the first console **(23)** you reach (you enter the room on a second level). Notice you can see the three hangars **(A)** outside, dead ahead. There are navpoints at each console near each hangar passage. There are two hangars on the second level and one on the lower level.

Defeat the Chosen that enter the room to the right, and then sprint through the

rightmost hallway **(24)**, remaining on the second level; this helps you avoid most of the kett. Dash to the hangar console **(A)** and Quickly sabotage it. You discover the controls are locked and the sabotage didn't work. Take cover behind a nearby large container and defeat the immediate kett threat.

FIND AND ACTIVATE THREE OVERRIDE TERMINALS

There are six override terminals in the room—four on the second floor and two in the middle of the lower floor. There's one where you entered the room **(23)** and one in the middle of each outer hallway **(24)** and **(25)**, and then one **(26)** on the balcony on the hangar side of the room. Don't use the two on the first floor **(E)** unless you end up down there while avoiding enemy attacks. Activating a single override terminal allows you to sabotage one hangar console. You must activate any one of the override terminals, go sabotage a hangar, and repeat until all three hangars are destroyed.

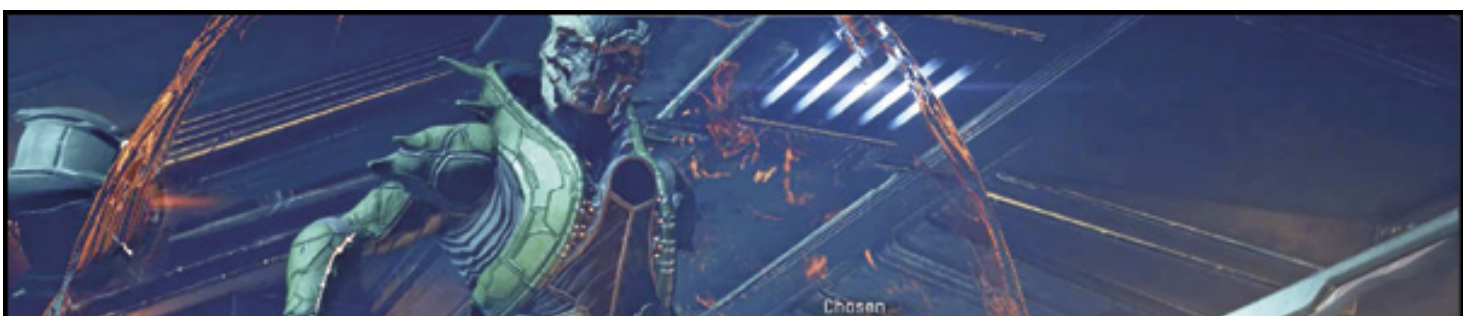
We suggest the following route:

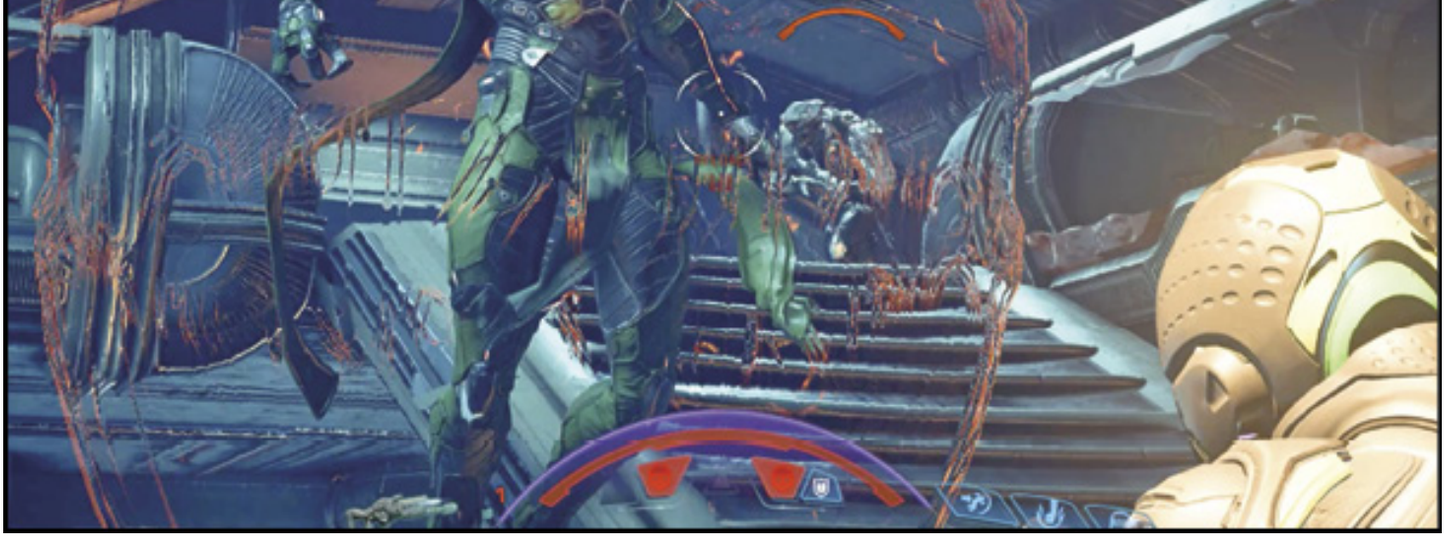
- Attempt to sabotage **(A)**
- Override terminal **(24)**, destroy hangar **(A)**
- Override terminal **(25)**, destroy hangar
- Override terminal **(26),** destroy hangar (leap down to the first floor)

With this done, the Commander shows up to the battle.

ELIMINATE THE COMMANDER

A single Ascendant appears in the hangar bay. You must eliminate him. You've done this before. Use cover and focus the entire team's attacks on the Ascendant's Orb until the energy is drained and his shield drops. Then focus all attacks on the Ascendant. If you can't kill him in the first round, repeat until he ceases to exist.





CLEAR OUT THE REMAINING DEFENDERS

After defeating the Ascendant, you're tasked to clear the room before accessing the next objective. Use the radar to hunt down the remaining enemies in the room in case they're being evasive.

ACCESS THE ELEVATOR TO THE ZENITH ROOM

Once all enemies are defeated, enter the elevator shaft **(27)** on the left side of the second floor (left as you originally entered). The elevator takes you up one level to the Zenith Room.

DISABLE THE OUTPOST

Raid the Zenith Room of its containers and activate the console in the middle to disable the outpost. You acquire 300 AVP and increase Voeld's Viability by 10%.

MASS EFFECT ANDROMEDA

Secondary Ops
Resistance Trap

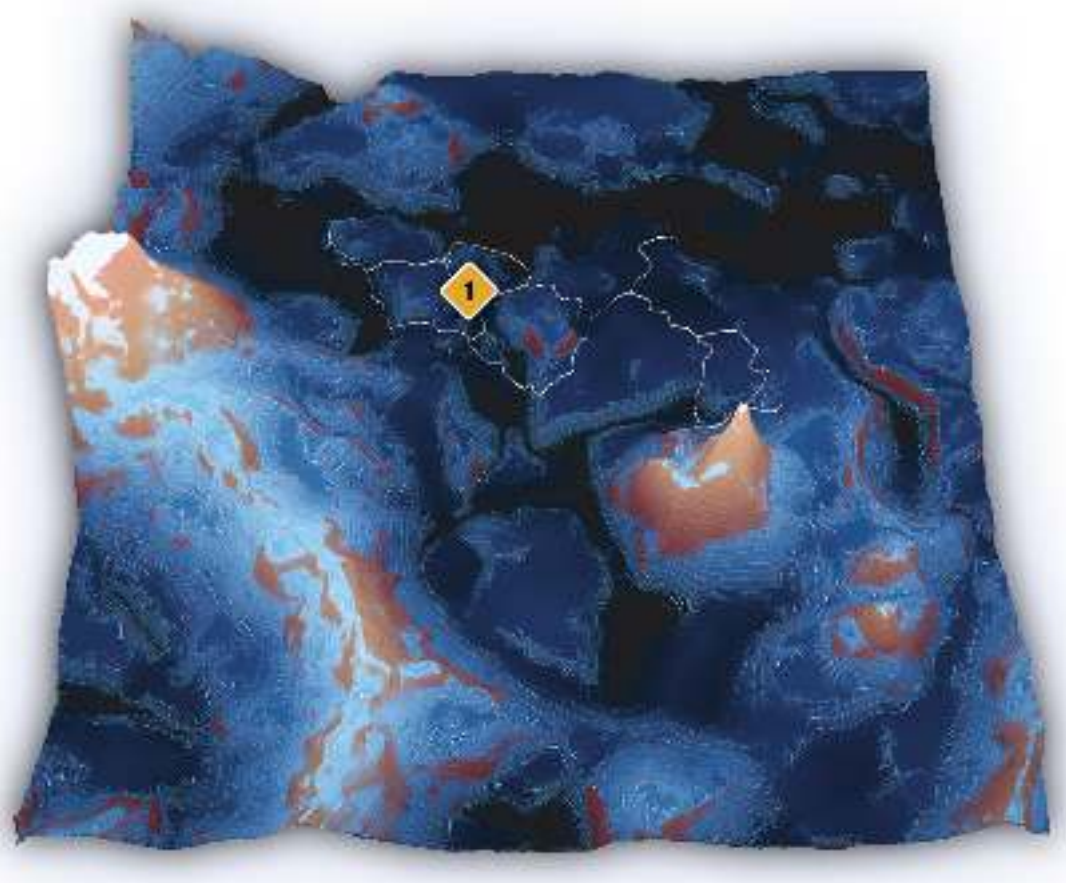
Mission Type: Heleus Assignment: Voeld

Prerequisite: Mission 2, complete “Return to the Tempest” after Aya during “A Trail of Hope”

Start Location: Voeld

Unlocking: Happen upon a battle between angara and kett

INVESTIGATE THE SMOKE



VOELD

Look for thick black smoke while in the area indicated on our map (near a large bridge). As you travel toward the smoke, a fireball shoots down from the sky, landing where the smoke originates **(1)**. Move to the site quickly to find a battle between angara and kett around a wrecked ship.

DEFEAT THE KETT

Rush down to the battle and help defeat the Chosen and Anointed.

SPEAK WITH THE SURVIVORS

After the battle, find and talk to Bennas. Turns out she was setting a trap for the kett by firing off a signal flare. You can tell her it’s a good plan, or you can warn her that there’ll be consequences. Your team would hope you choose the latter.

DEFEAT THE KETT

After the conversation, two kett dropships arrive and dump soldiers off to battle, one on each side of the crashed shuttle. You’re flanked! Send your team to fight in one direction while you hold down the other side. Defeat the Chosen and Anointed to complete the mission. You earn a surprisingly good reward for such a quick little job: 32 AVP and +1% Voeld Viability.

MASS EFFECT ANDROMEDA

Secondary Ops

Restoring a World

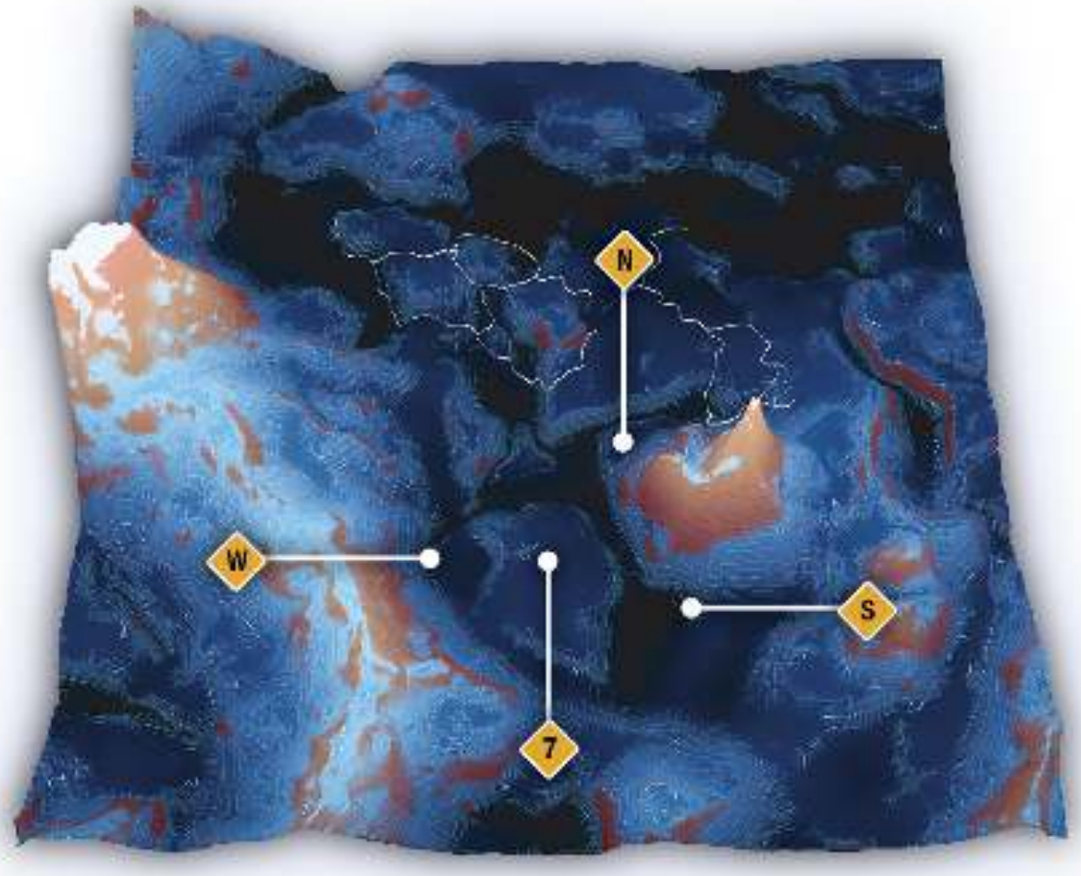
Mission Type: Heleus Assignment: Voeld

Prerequisite: Mission 2, complete “Return to the Tempest” after Aya during “A Trail of Hope”

Start Location: Voeld

Unlocking: Solve a Remnant monolith glyph puzzle

ACTIVATE THREE MONOLITHS



VOELD

The search to restore Voeld leads to another Remnant vault. To explore the vault and activate the system to set Voeld’s climate on the right track, you must first activate the three monoliths.

SOUTH REMNANT MONOLITH

BEFORE YOU ENTER

Defeat the wildlife around the south monolith **(S)** as you make your way to the back (exterior) area. Look for the obvious black Remnant block among the spires of ice and snow boulders. Scan this block **(1)** to acquire the **Synaptic Glyph** for the puzzle.

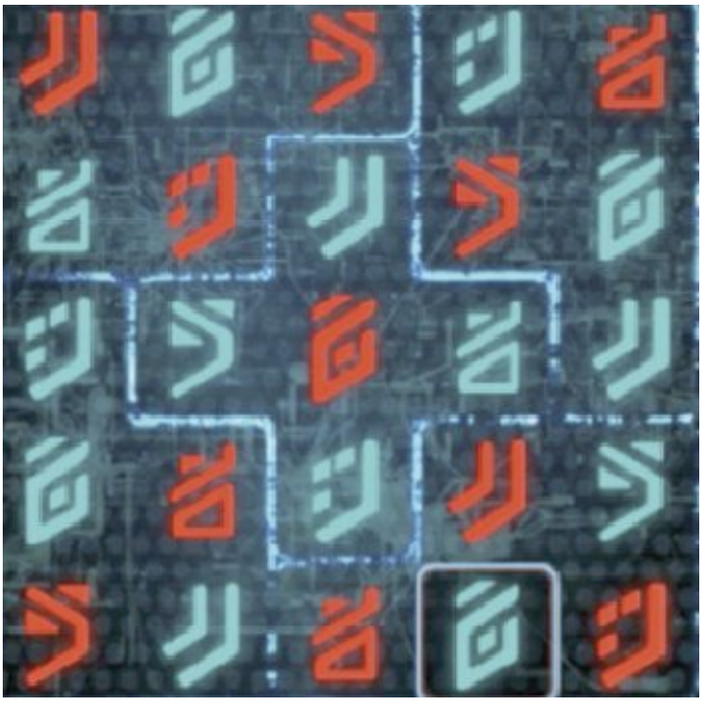
Don't go anywhere; there's another glyph on the same block. Move to the sloped end of the block and scan for the **Semiosis Glyph**.

SOUTH MONOLITH TUNNEL ENTRANCE

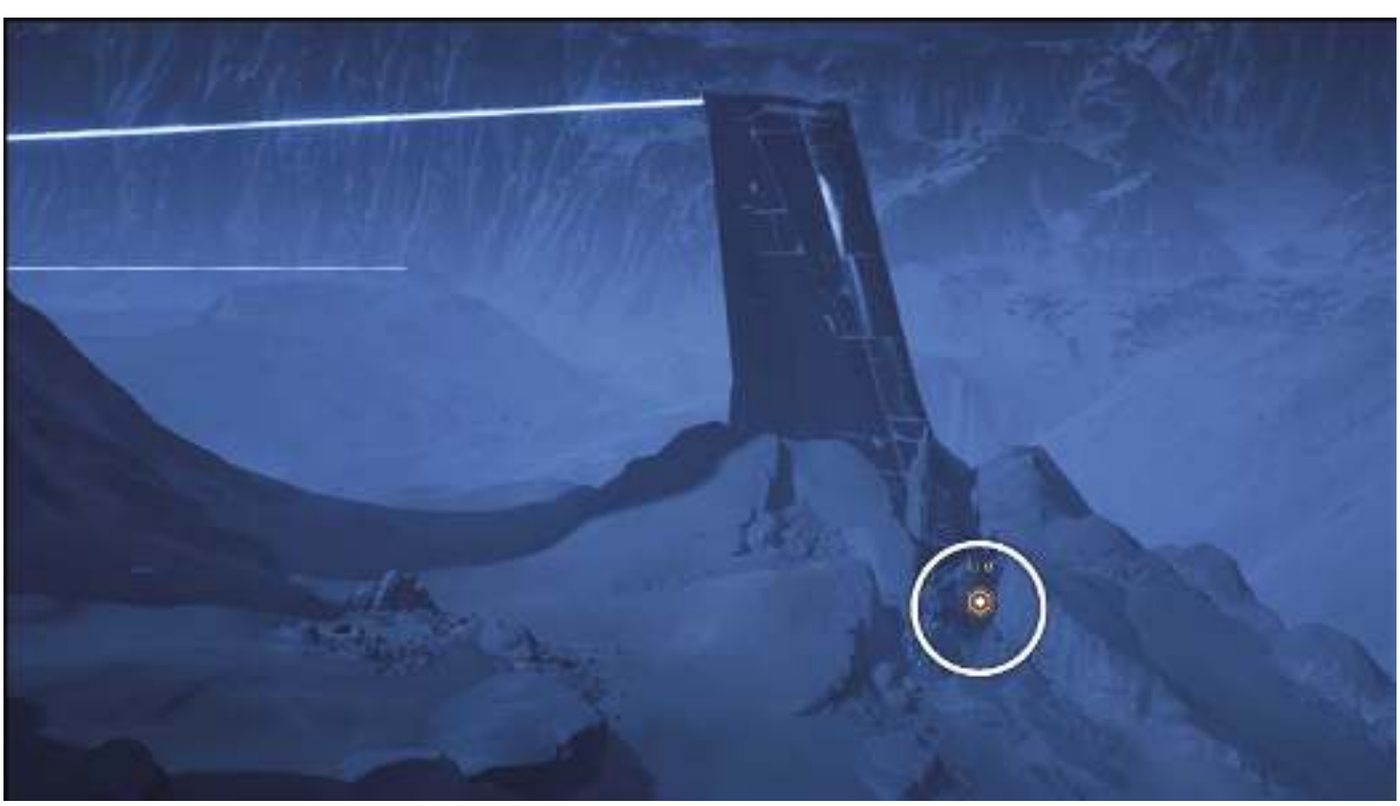
After scanning the exterior glyphs, travel to the west side of the tower and explore the large crevice **(2)** for a narrow tunnel entrance to the base of the monolith. Use your scanner as you enter to trace the conduit to the one remaining glyph. The **Zero Glyph** is on a small floor block in the back of the cave (straight back from the entrance).

SOLVE THE GLYPH PUZZLE

You now have the two glyphs needed to solve the puzzle. Interact with the Remnant console in the middle of the base platform and enter the order of glyphs as indicated in our shot.



NORTH REMNANT MONOLITH



NORTH MONOLITH ENTRANCE

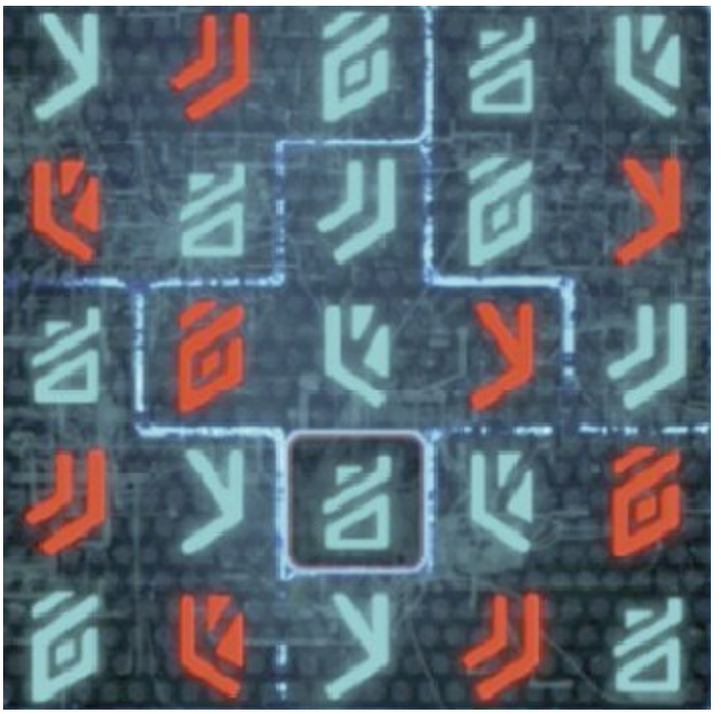
The north monolith's base platform is exposed to the elements, located in a gorge, not a tunnel like the south monolith. Approach the monolith **(N)** from the north side to find the crevice entrance.

Scan as you approach the puzzle to find the nearest conduit running up into the pillar on your left **(3)**. Jump onto this pillar and run to the end. Scan the top of it to find the **Magnitude Glyph** for the puzzle. Jump from the left pillar to the top of the right pillar **(4)** and scan the **Adherence Glyph** found there.

Scan the remaining pillar to find the conduit that leads to the last glyph, the **Entropy Glyph**, on a platform **(5)** that protrudes from the mountainside behind this last pillar. Now you have all the glyphs needed to solve the puzzle.

SOLVE THE GLYPH PUZZLE

Interact with the Remnant console **(6)** in the middle of the base platform, and enter the order of glyphs as indicated in our shot.



WEST REMNANT MONOLITH

ENTRANCE

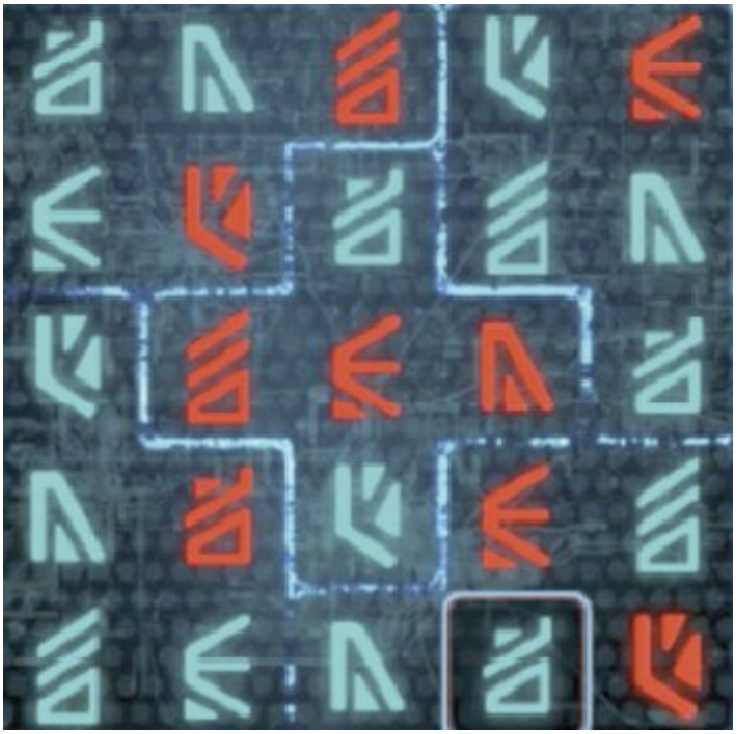
Approach the west monolith **(W)** from the north to find a deep ravine that leads to the north tunnel entrance. This ravine is often filled with hostile wildlife; it might be best to speed past them in the Nomad and drive as deep into the tunnel as possible to avoid the battle—if you wish to do so. A few critters may follow you in, so prepare to battle when you exit the Nomad inside the cave.

There are two glyphs needed to solve this monolith's puzzle. Use your scanner to find the two conduits running from the Remnant console to the pillars where the glyphs are located. The **Magnitude Glyph** is on a block on the ground level next to the cave wall.

The **Verdurous Glyph** is at the top of one of the pillars, which requires you to climb to the top of some glowing green Remnant blocks before jumping to the top of the pillar to acquire the scan.

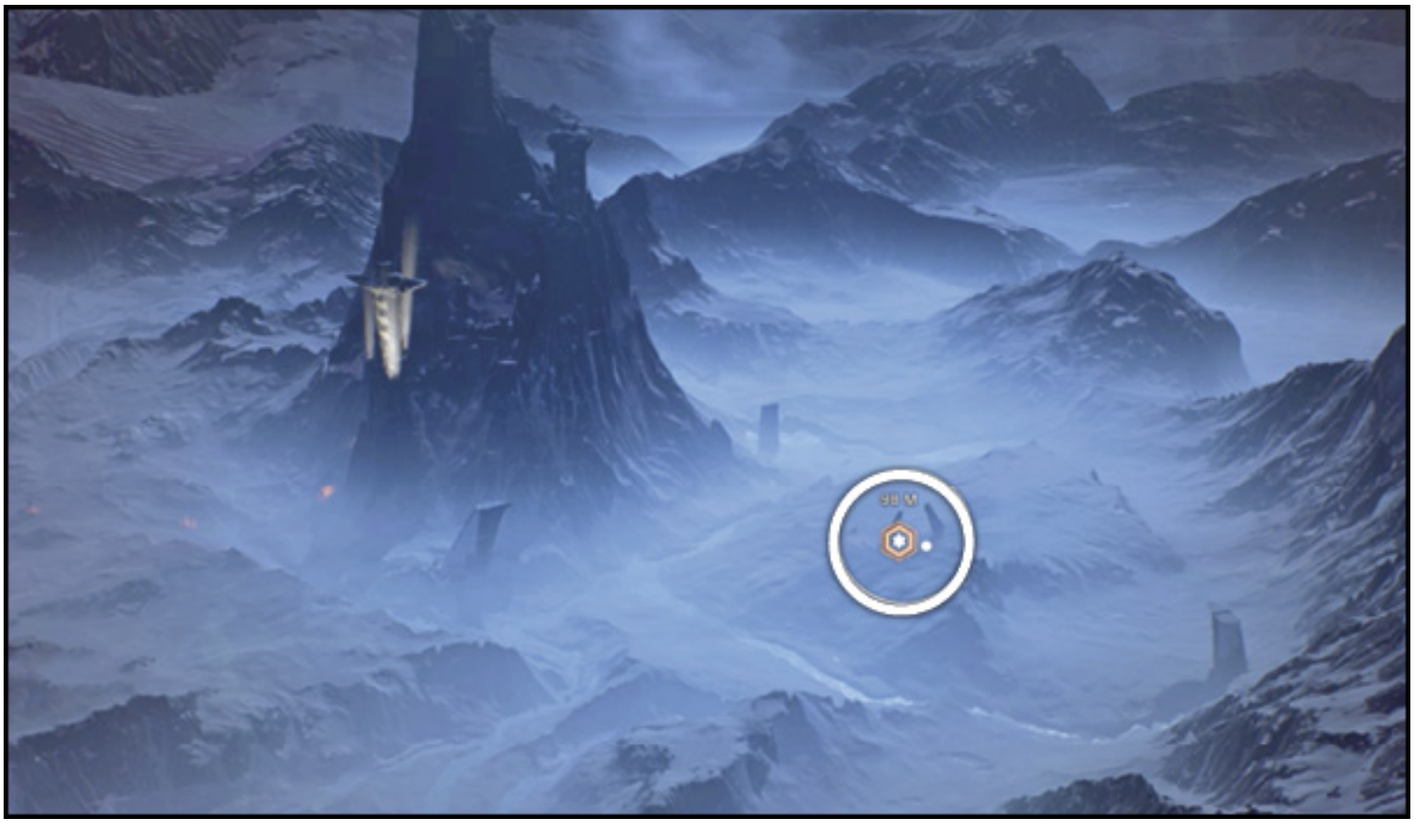
SOLVE THE GLYPH PUZZLE

You now have the two glyphs needed to solve the puzzle. Interact with the Remnant console in the middle of the base platform, and enter the order of glyphs as indicated in our shot.



INVESTIGATE THE VAULT ENTRANCE

The Remnant vault **(7)** is in a central location between all three Remnant monoliths. Travel there and enter the vault. Use the Gravity Well to descend to the lower level **(8)**.



ACTIVATE EMERGENCY POWER

Scan the **Adaptive** Remnant **Core Device** and Remnant **shield charger** in the Gravity Well chamber for some Remnant Research Data. Follow the navpoint **(9)** to the power console and interface with it to activate the emergency power.

LIFT THE VAULT LOCKDOWN

Interface with the Remnant console **(10)** on the high ledge facing the well. This unlocks the first door **(11)**. Enter the main vault chamber and interface with the next Remnant console **(12)** at the ledge. Notice this console has a blue laser pointing to the ledges to the left and a white laser pointing to the ledges to the right. The left path leads to **container** opportunities, while the right path is the most direct route to activating the vault.

OPTIONAL: LEFT ROUTE FOR GOODIES

The only way to open the double-locked door to a container room **(13)** on the right side of the vault is to solve console puzzles on the left side.

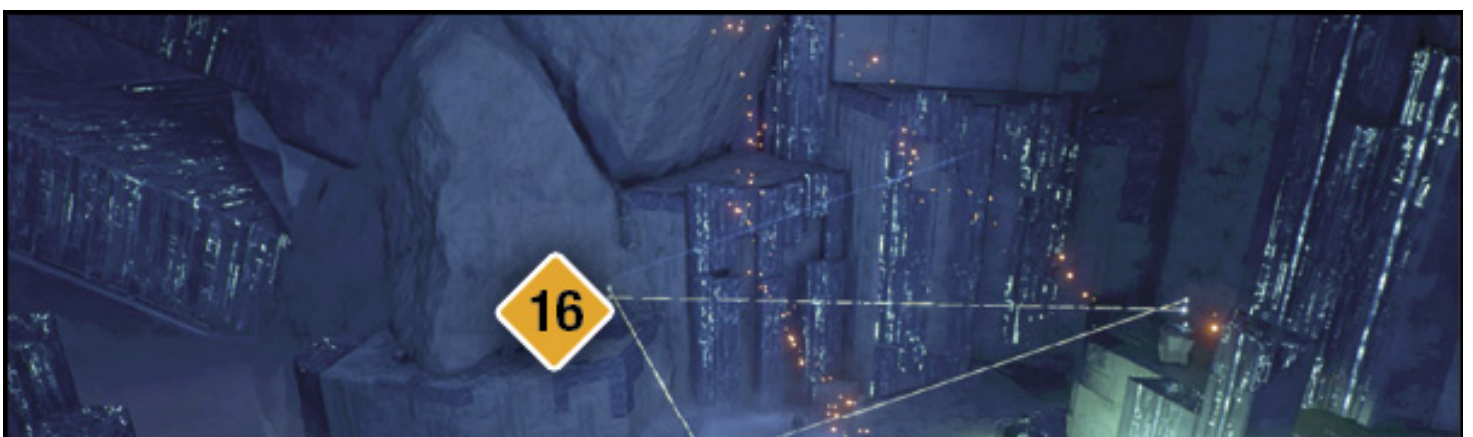
Interact with the console **(12)** on the main ledge to raise pillars on the left that allow you to reach the left platforms **(14)**.

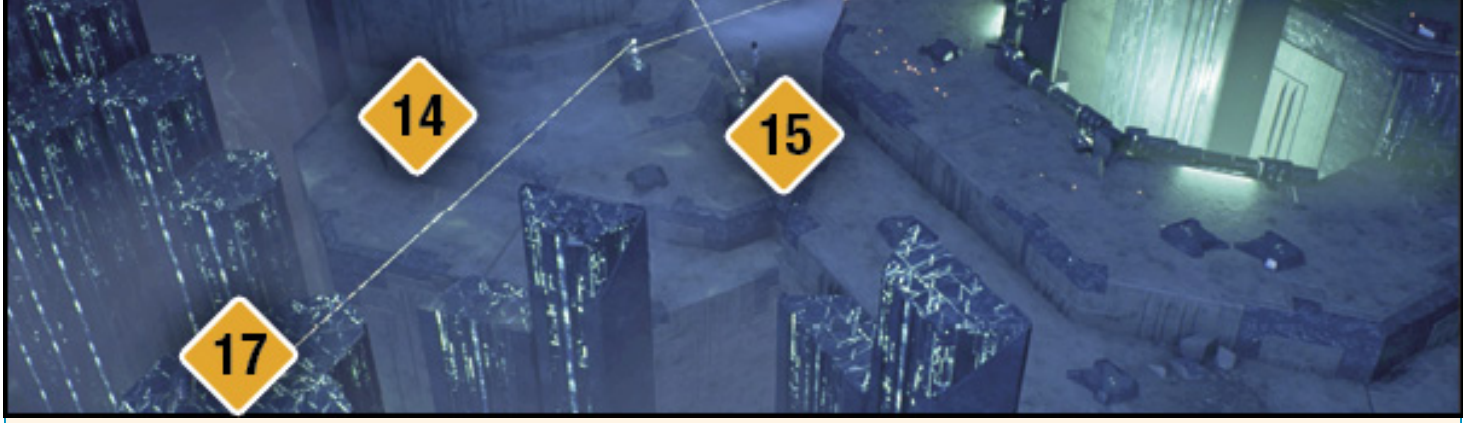
Your first move is to interact with the only active console **(15)** on the ground level, which switches the laser from the shield to the console **(16)** on a ledge above. Our shot shows what the laser pattern now looks like.

There are three goals to achieve on the left side of the vault. One: Scan a hidden **Adaptive** Remnant **Core Device** for the 100 points of Remnant Research Data earned. Two: Uncover a hidden **container** with a good random item inside. Three: Raise a special console **(19)** on the next platform over. Later, when this console is activated, it unlocks the solid doors covering the container room **(13)** on the right side of the vault.

1: ADAPTIVE REMNANT CORE DEVICE

To raise the pillar holding the **Adaptive** Remnant **Core Device (17)**, activate the Remnant consoles into this laser pattern (see our shot). Once you raise the pillar, scan it before you make it go away again by messing with more consoles.

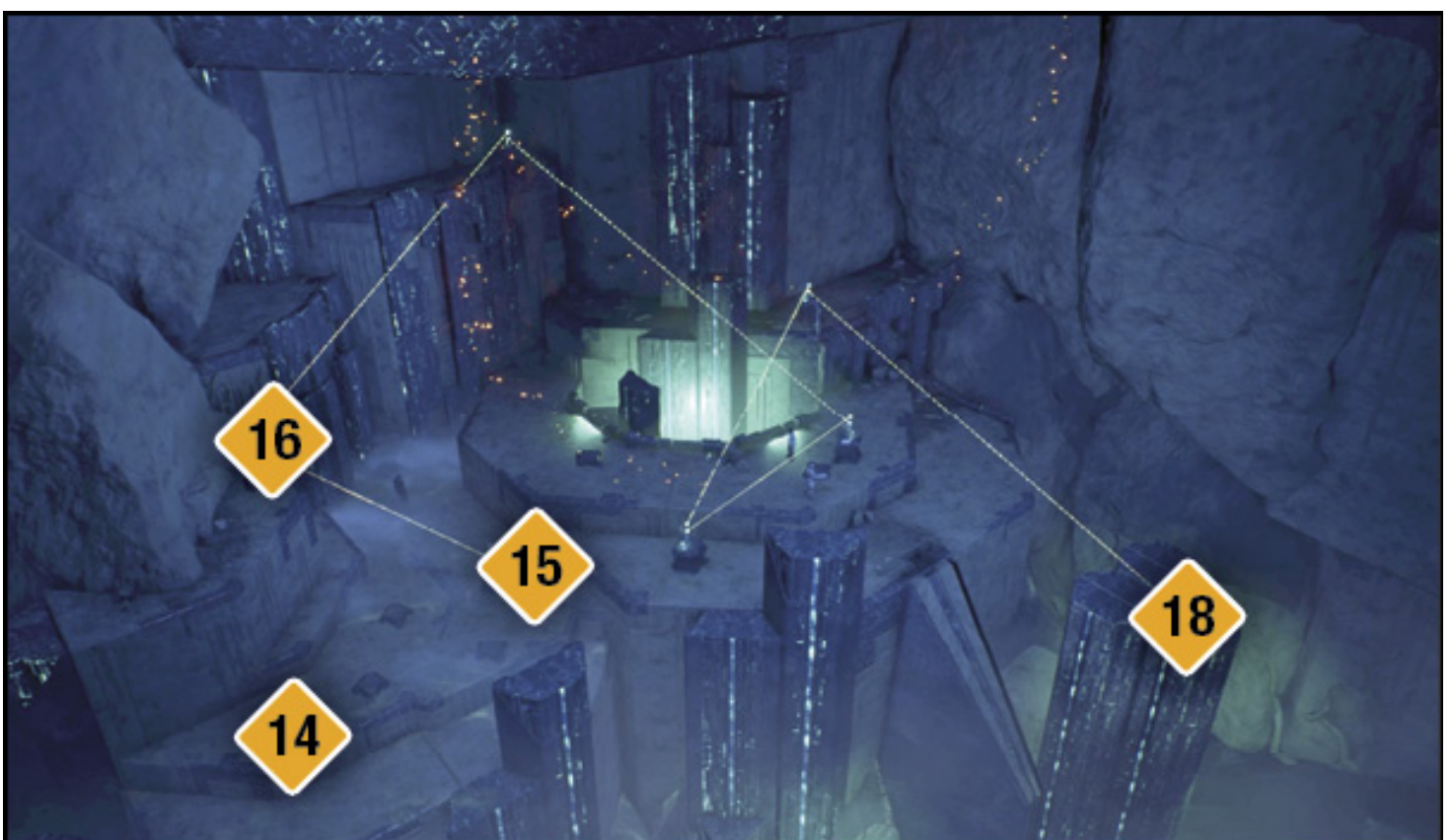




The Adaptive Remnant Core Device laser pattern.

2: HIDDEN CONTAINER PILLAR

To raise the pillar with the **container(18)** holding a random good-value item inside, manipulate the consoles to create this laser pattern (see our shot). Take the item before interacting with the consoles again.



The hidden container pillar.

3: DOUBLE-LOCKED CONTAINER ROOM CONSOLE

Raise the console **(19)** on the next platform that eventually—when interfaced—unlocks the first layer of security on the container room **(13)** on the other side of the vault. When you leave the left side of the vault, make sure this is the laser arrangement you leave behind (see our shot).

The double-locked container door console.

PRIORITY ROUTE TO LIFT THE LOCKDOWN

Retrace your pillar-jumps back to the original platform **(12)**. Interface with the console to raise the right pillars, allowing access to the right side **(20)** of the vault. Defeat the Remnant Assemblers and use your jump-jets to reach the top platform and interface with the console **(21)** that opens a side passage **(22)**.

Inside this hallway are two Assemblers and a Destroyer. Take out the Assemblers first, and then direct your teammates to attack the Destroyer's turrets to weaken it. Finish it off and pick up its remains. Interface with the console on the left wall **(23)**. Solve the glyph puzzle using our shot.

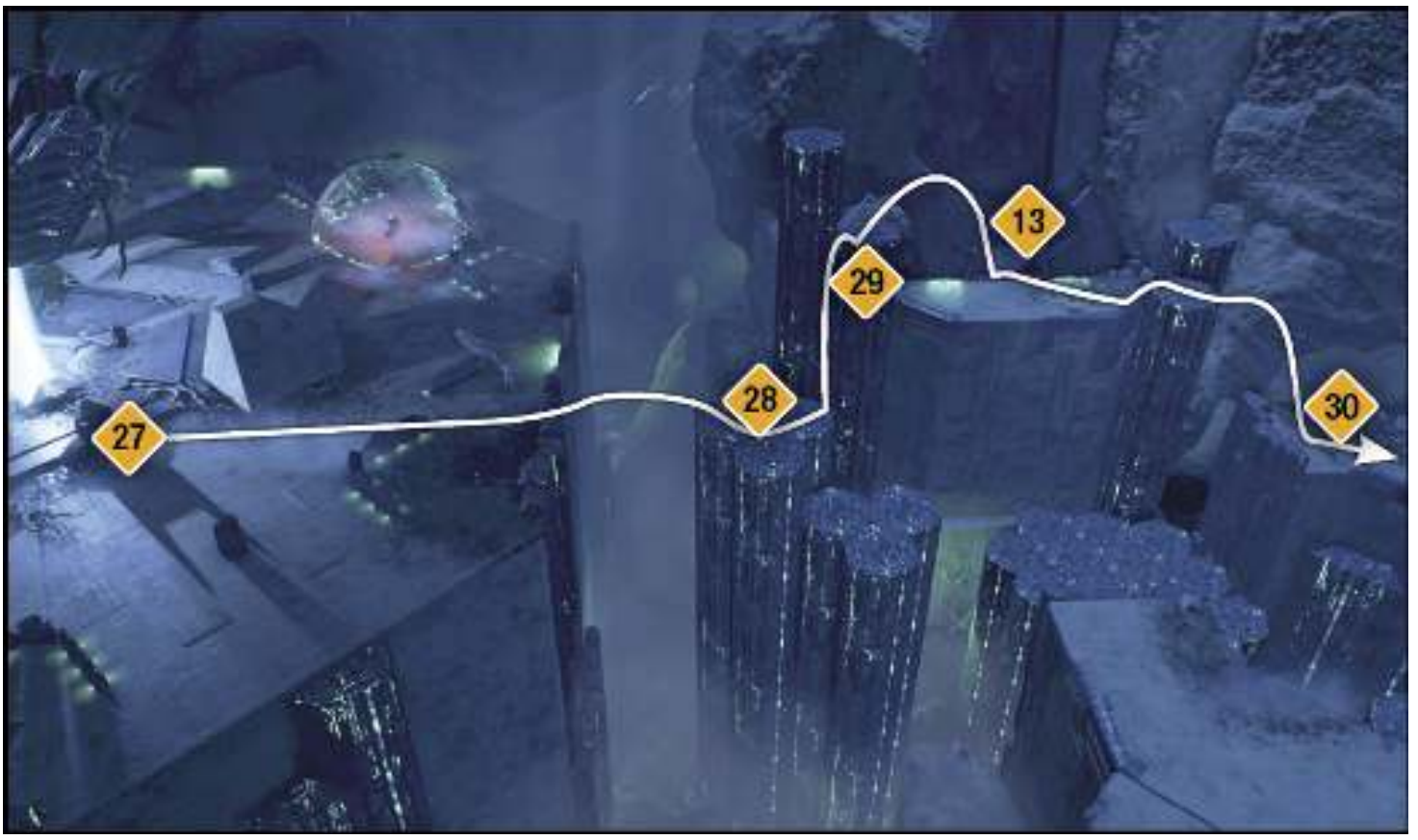
You only have one chance to solve the Remnant decryption puzzle here. If you fail, you don't get a second chance. If you solve the puzzle the reward is 2 skill points.

Once you've exited the tunnel and walked to the edge of the top platform, don't interact with the console **(24)** there. Leave it alone to keep the correct escape route intact. Instead, follow the bridge to the left side of the vault. If you activated the console **(19)** earlier during the optional route described previously, interact with the console to open the first level of security on the container room **(13)**. This opens the solid doors, revealing a force field that shuts down when you lift the lockdown on the vault.

Cross the pillars **(26)** to reach the purification field platform **(27)**. You cannot interface with the console to activate the purification field until you destroy all the Remnant enemies on this platform. You face a few Assemblers and a couple of Nullifiers. Once they've been defeated, interface with the console.

ESCAPE THE PURIFICATION FIELD AND EXIT THE VAULT

Turn around and run for the left edge of the platform. Jump on the pillars **(28)** and **(29)** between your platform **(27)** and the container room ledge **(13)**. Don't use an air dash to try to reach the pillars; this causes a failed grip opportunity. You can clear all the gaps with running jumps.



The force field protecting the container room from treasure hunters dropped when the purification field was activated. Dash in and raid the **container** for its rare treasure. Exit the room quickly, heading left over the pillars and onto the lower platform **(30)** on the right side of the vault. Follow this platform to the pillars leading to the original platform **(12)**. Escape to the Gravity Well chamber and interface with the activation console **(9)** to seal the door and complete the mission. You acquire a large amount of and increase Voeld's Viability by 40%. It's now 13 degrees warmer outside, which makes hazardous areas more tolerable. Exit the vault through the Gravity Well.

MASS EFFECT ANDROMEDA

Secondary Ops

Rising Tensions

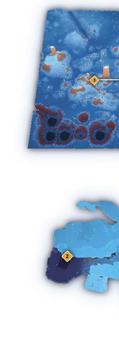
Mission Type: Heleus Assignment: Elsaden

Prerequisite: Begin the quest "Parlay with the Krogan"

Start Location: Elsaden

Unlocking: Speak to Shaman Kortik

SPEAK TO SHAMAN KORTIK



ELARDEN: KROGRN COLONY NEW TUCHINNXR

THRONE ROOM

Find Shaman Kortik (2) in the throne room on the first level of the krogan colony, New Tuchanka (1). He's in a nook, surrounded by metal caging. Talk to him to learn that he fears New Tuchanka may descend into a clan war unless two rival warriors perform the Rite of Union. A krogan war will likely be bad news for the Nexus and the stability of Helexa. He needs your help driving a beast into the arena.

ENTER A WILD FIEND HABITAT

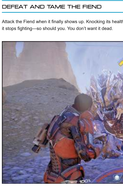
Drive west toward the Remnant derelict when heading away from the krogan colony. If you haven't done so already, call for a forward station in Lerguisk just east of the navpoint (3). The lure location text prompt appears near the ground as you approach the target, which is a small area surrounded by boulders.

PLACE THE LURE

Exit the Nomad and place the Fiend lure. Wait for the Fiend to be drawn to the bait. If it doesn't come right away, move around the site while looking for him. It's likely you'll also attract some Wraiths, so spend some ammo putting them down while you wait for the Fiend.

DEFEAT AND TAME THE FIEND

Attack the Fiend when it finally shows up. Knocking its health down to about a quarter wears the beast down to the point that it stops fighting—so should you. You don't want it dead.



RETURN TO SHAMAN KORTIK

NEW TUCHINNXR

Get back into the Nomad and return to the krogan colony (1). Don't worry about the Fiend; once it gets his wits back he follows your scent and makes it to the colony. Head to the throne room and speak with Kortik (2) again. He wants you to speak to Goren to get him to commit to the Rite of Union. Kortik doesn't think he'll listen to an outsider, but says it's worth a shot.

TALK TO GREN

From the throne room, head down the descending pathway behind the throne, then take a left at the intersection and pass through the doorway to reach the exterior balcony near a landing pad. This is where you find Gren (4).

You need to convince him to fight in the Rite of Union battle. If Drack is in your party (which he should be when you're on Elsaden), ask him to help you out. Drack says Gren could fight or listen to Varka call him a quadless coward for the rest of his life. He believes Varka will gun for him as soon as the Fiend is dead and then requests that you participate to keep her in check. Choose to go to the arena for the fight now.

BEGIN THE RITE OF UNION

Turns out the fight isn't very fair. The Fiend you lured here is a female that, in turn, brought two males with her. Now you have three Fiends to battle. If you're low on ammo, collect some where you begin in the cave, next to Varika's platform.

DEFEAT THE FIENDS

You face the three Fiends at once, and you can guarantee that those krogan are not going to be much help. The key is to keep moving to avoid being grabbed, which means instant death. Use side-evade moves to avoid their slow attacks. Jump over the Fiends when they charge at you, and then shoot while jump-jetting for the slow-descent-shooting maneuver. Do this while aiming for their backs. Their backs and their mouths are their weak points; you can get the most damage targeting these areas. Don't completely give up on the krogan's help, though. Assign them to attack one beast together at the same time while you take on another.

SPEAK WITH VARKA AND GREN

Speak to Gren in the cave near Varka's platform after the battle. This concludes the quest.

PRIMA GAMES

MASS EFFECT ANDROMEDA

Secondary Ops

Ryder Family Secrets

Mission Type: Allies and Relationships

Prerequisite: After visiting Habitat 7

Start Location: Nexus or Hyperion

Unlocking: Speak to Director Tann or SAM in SAM Node

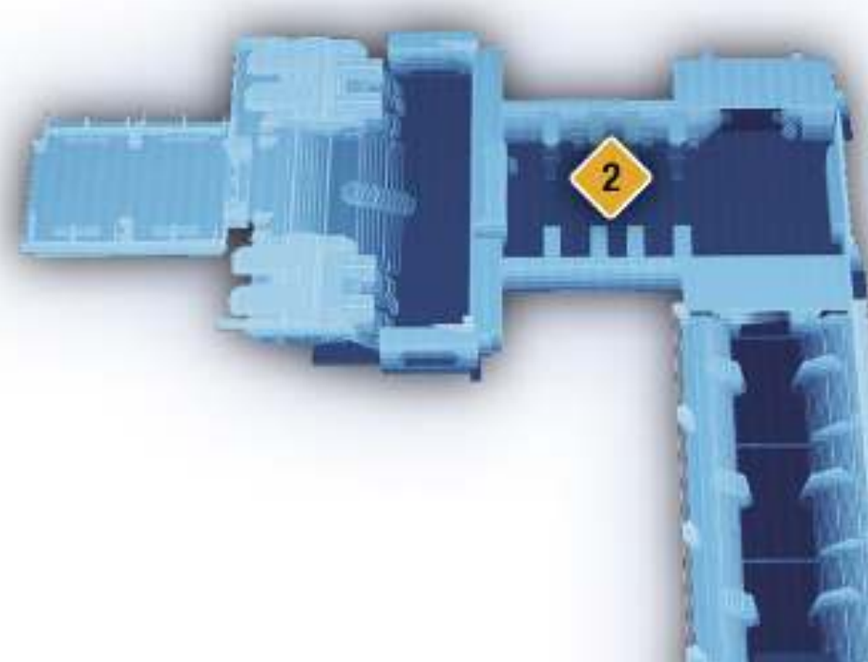
FIND A WAY TO REMOVE SAM'S MEMORY BLOCKS

NEXUS OPERATIONS: PATHFINDER HQ OR HYPERION: SAM NODE

This Initiative operation is unlocked after you speak to Director Tann **(1)** during Priority Ops mission “A Better Beginning.” Alternatively, it can be unlocked by talking to SAM at the Hyperion Sam Node chamber or by finding one of the 16 hidden encrypted memories. Dr. Harry Carlyle contacts you on comms from the human ark immediately after the conversation with Tann. He says he’s found a way to communicate with your sibling. This part of the mission is optional, but if you ignore your sibling now, he/she comments negatively on your choice when he/she wakes up later.

OPTIONAL: VISIT YOUR SIBLING

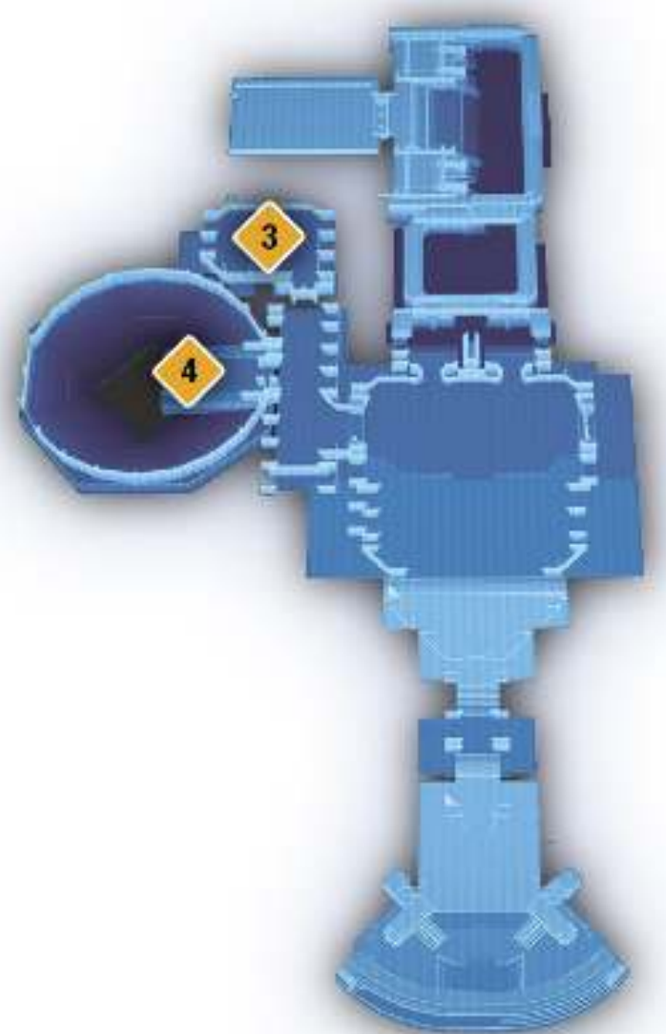
HYPERION CRYOBAY



Talk to Dr. Carlyle **(2)**, and he explains that you can communicate with your unconscious sibling using SAM. During the conversation, you inform your sibling of the coma and that he/she is in the medbay. During the conversation options, you can choose to either lie about your father's condition and the terrible state of Habitat 7, or sugarcoat the situation to keep your sibling's mind at ease. What you say to your sibling here affects how the Priority Ops scene plays out later when they finally wake up, including if you never bothered to do the optional scene. This optional scene expires when he or she wakes up in Mission 4.

SEARCH FOR MEMORY TRIGGERS TO UNLOCK SAM'S ARRAY

HYPERION : HABITATION DECK



SAM needs to experience 16 triggers to unlock encrypted memories. Start by speaking to SAM from the Hyperion SAM Node chamber or by finding one of the 16 hidden encrypted memory pickups.

The first **memory trigger** is in your father's room, next door to the SAM Node, near the kitchen table **(3)**. Makes sure to listen to the **audio logs** on your father's console while in his room. You have access to everything except the three encrypted logs. Those become available as this quest advances.

SPEAK WITH SAM ABOUT AN UNLOCKED MEMORY

HYPERION: SAM NODE

With one memory under your belt, enter the SAM Node and ask SAM **(4)** to play the memory. You see a sequence depicting an early memory of your father's that predates SAM, concerning the pushback from everyone with regards to the creation of SAM. Even your sickly mother is there. After you view this first memory, SAM directs you to your father's room to access audio logs. The following are the memory sequences that lead up to the quest for the mysterious benefactor:

Second Memory Sequence

The second memory playback shows Ryder Senior talking to Ellen (your mom) about using SAM and her biotic implants to help find a cure for Ellen's illness. She's introduced to SAM, who greets her with a bad joke.

Third Memory Sequence

The third memory playback involves a family reunion—the entire family is together. Ryder Senior is still distracted by his work on SAM but manages to share a story about an adventure on Mars. Then they all go off to dinner together, undoubtedly discussing their exploring adventures.

Fourth Memory Sequence

The fourth memory is a discussion between Ryder Senior and a secret benefactor who offers him a future with Ellen. Knowing Alec is out of money to keep developing SAM, which will hopefully cure Ellen's illness, the benefactor proposes a way for him to continue his work. The memory ends before you hear whether your father agrees.

Fifth Memory Sequence

The fifth memory playback is a sobering one. Ellen is moments from passing away from her illness while surrounded by her loved ones. Afterward you can have a philosophical conversation with SAM about life after death.

SEARCH FOR MEMORY TRIGGERS TO UNLOCK SAM'S ARRAY

EOS

SITE 1: PROMISE

Find the second **memory trigger** on Eos, on the edge of the cliff looming over Site 1: Promise. Follow the “Ryder’s Family” navpoint to the location **(5)** and pick up the glowing ball of light. SAM tells you that finding more of these will unlock your father’s stored memories.

KETT BASE

Another **memory trigger(6)** is located near the kett facility. It’s on a cliff top north of the facility, and just below the cliff is a forward station.

PRODROMOS

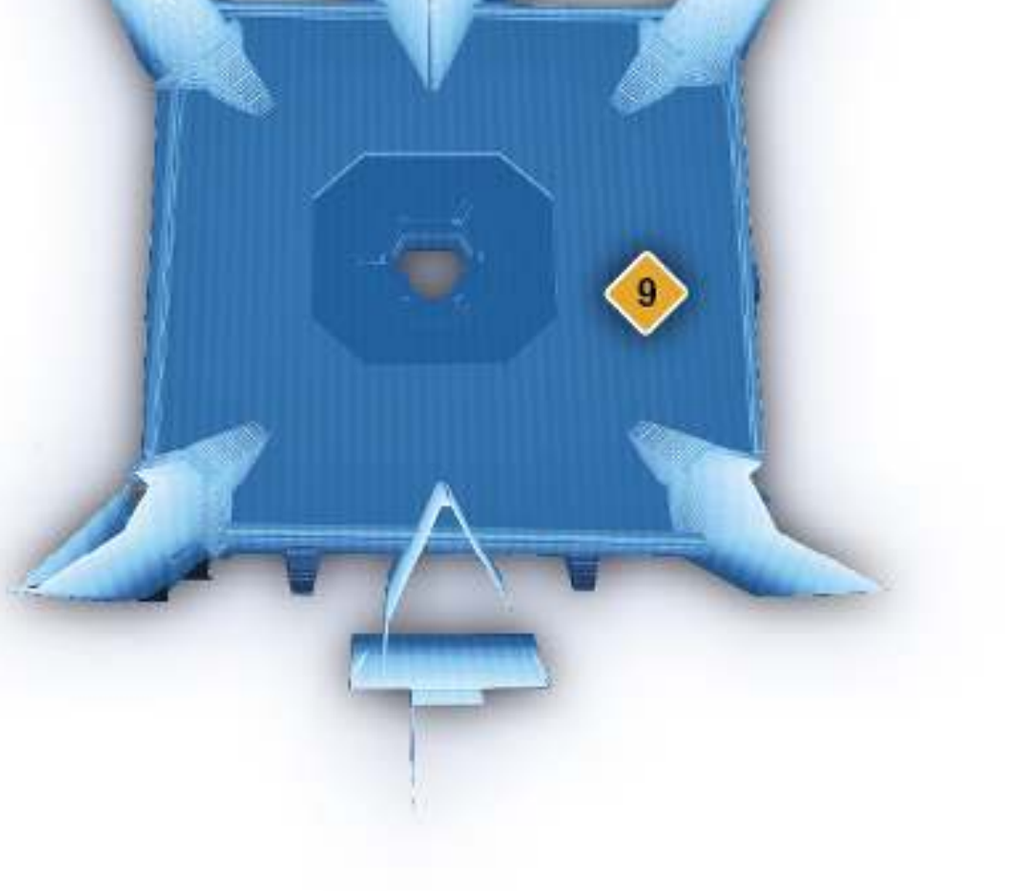
This **memory trigger(7)** is in the middle of Prodromos beside August Bradley.

HAVARL

TURIAN ENCAMPMENT

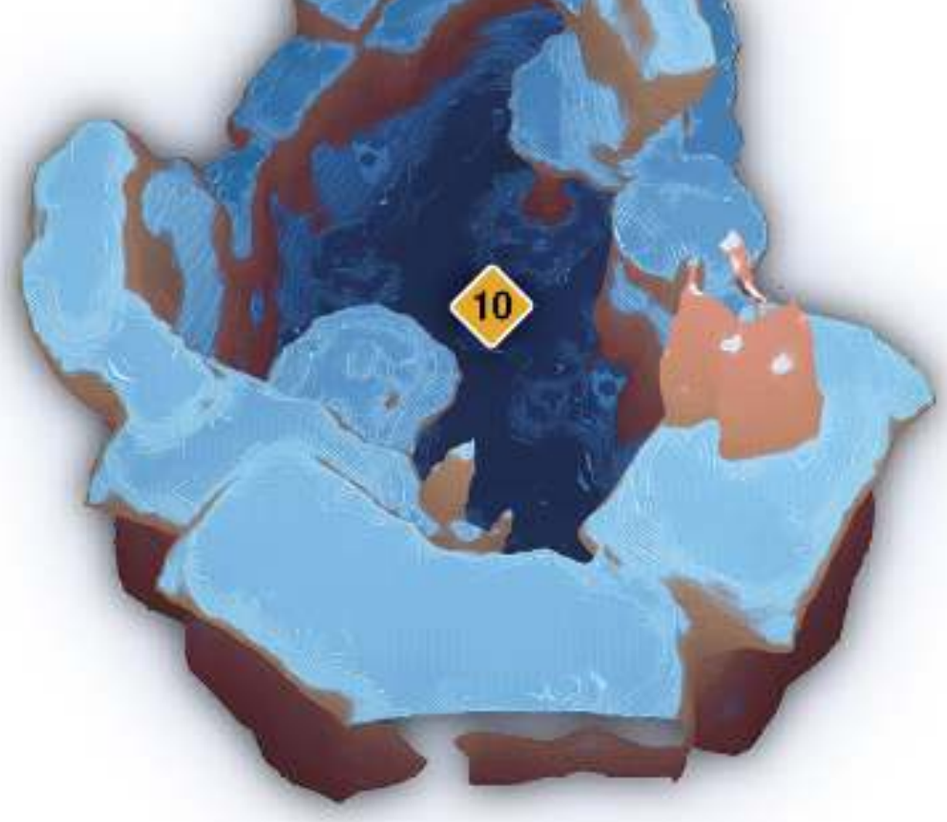
Find the turian encampment during "Turian Ark: Not Dead Yet," and locate this **memory trigger(8)** under a tall light among turian gear and crates.

MITHRAVA



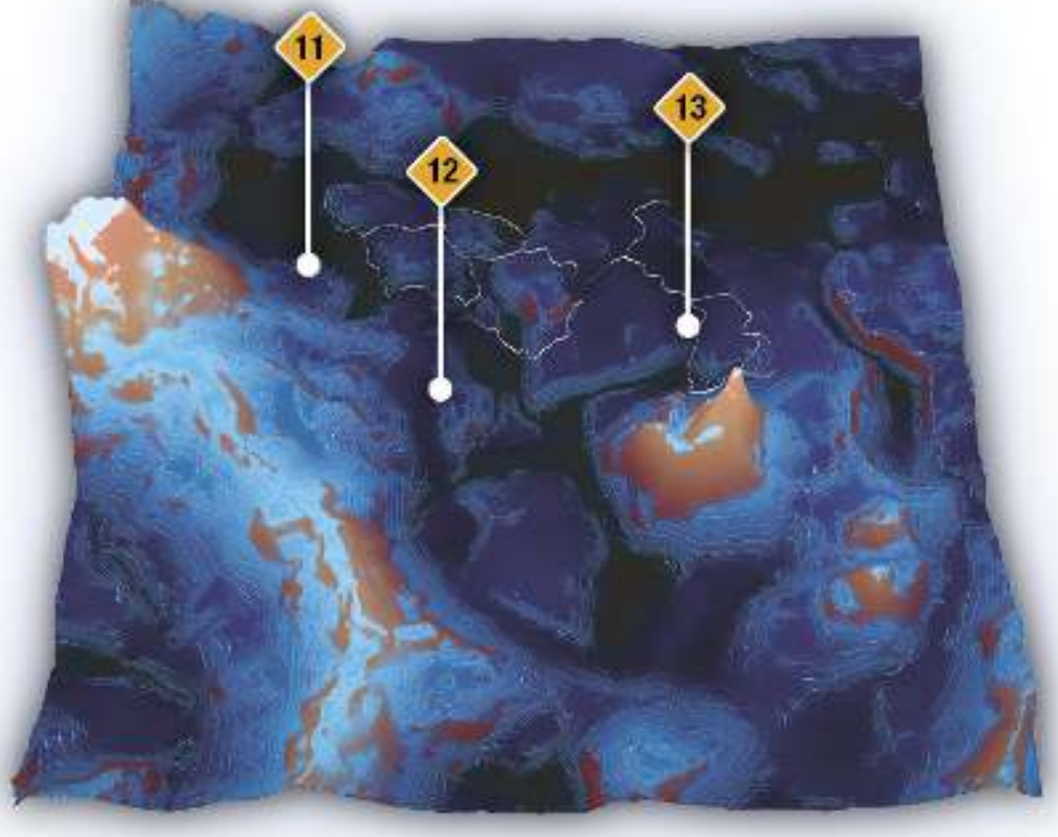
This **memory trigger(9)** is in Mithrava, at the top of the tower. See “A Dying Planet” for help getting to the top. The memory trigger is near an angaran statue platform.

THE FORGOTTEN DEPTHS



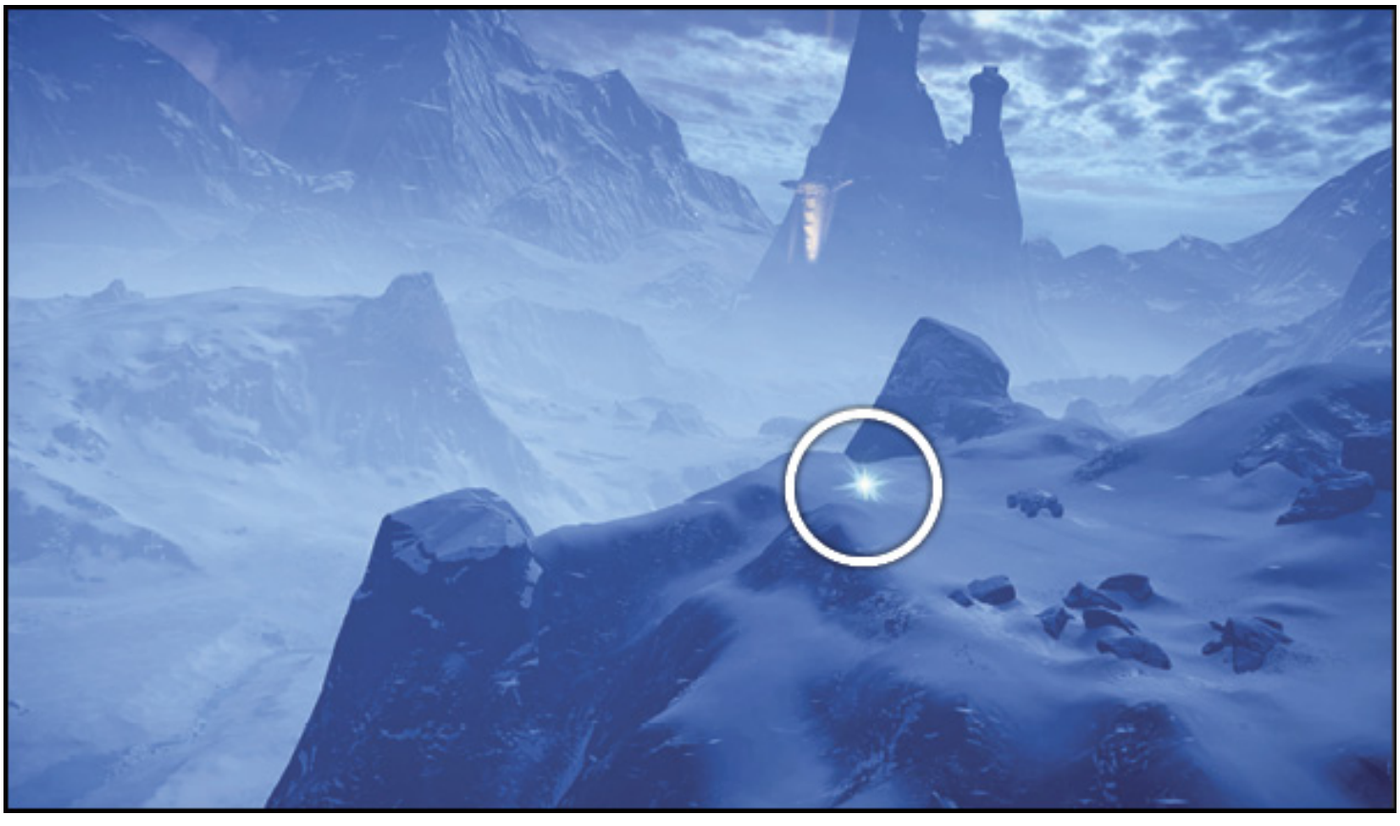
Find this **memory trigger(10)** in the Forgotten Depths, which you reach during "A Dying Planet" when you follow Taavos to the remains and activate the dormant third vault on Havarl. The trigger is located just north of the Remnant console and Gravity Well.

VOELD



SOUTH OF HJARA

Use the Nomad to climb to the top peak of this mountain facing Hjara. The **memory trigger(11)** is on the edge of the mountain.

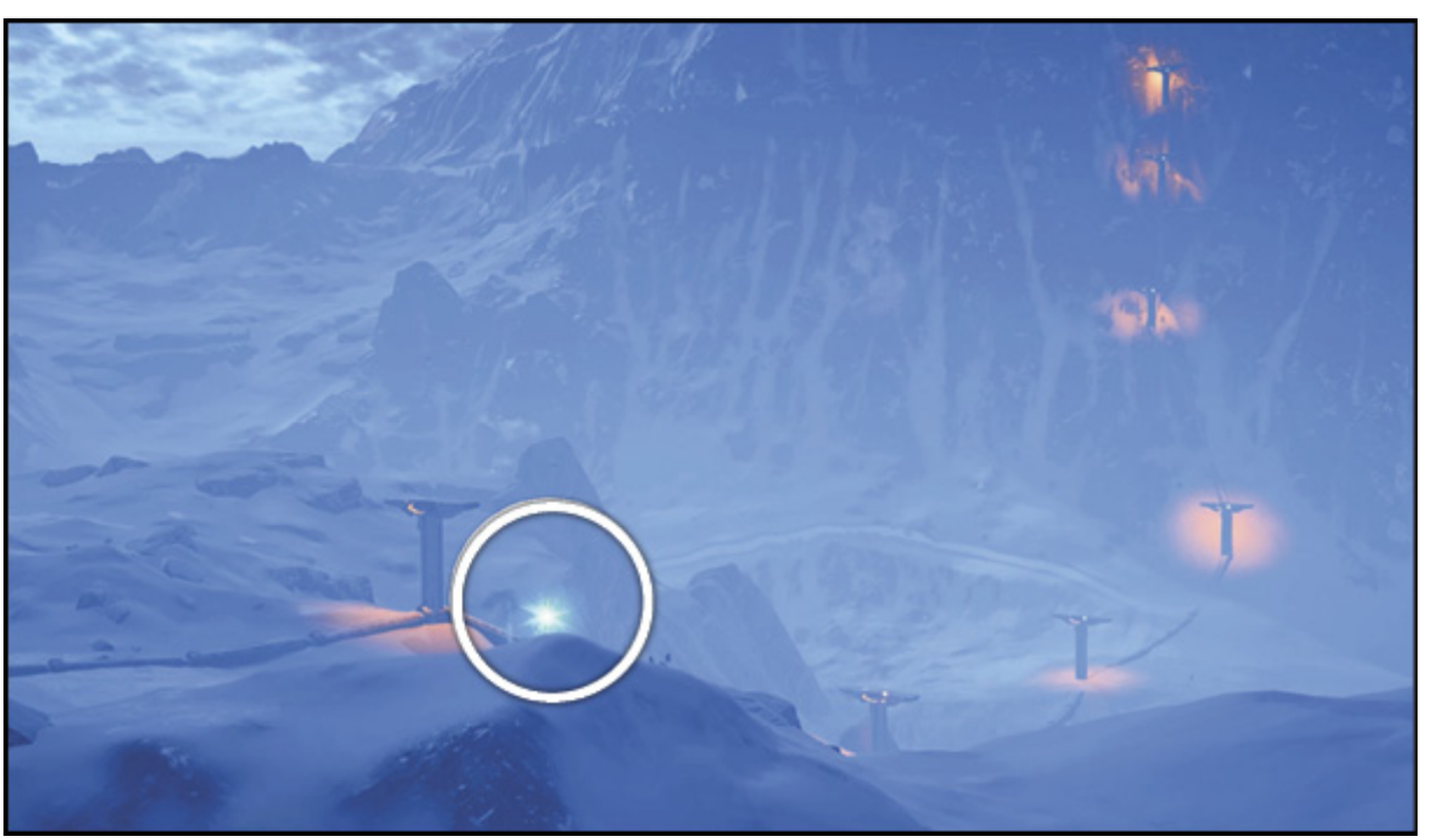


FUTURE SETTLEMENT OUTPOST SITE

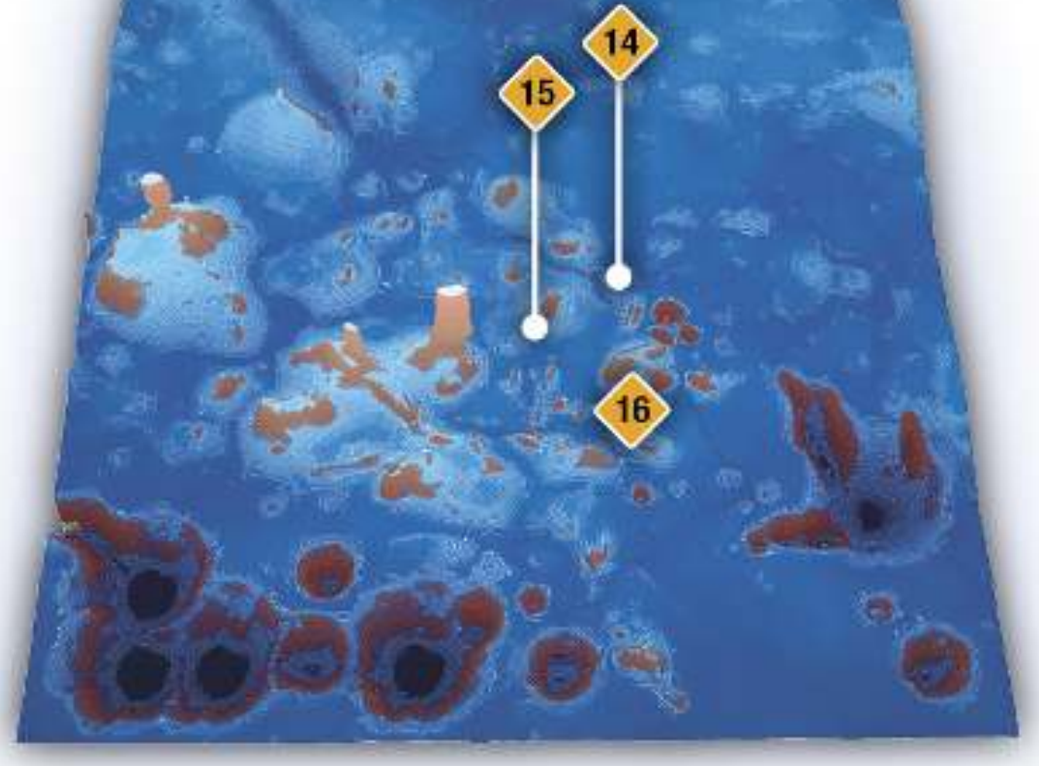
Drive west edge of Voeld, south of the Resistance base, to a hill overlooking the future site of the Initiative settlement. This is where you find the **memory trigger(12)**.

KETT MOUNTAIN BASE

This **memory trigger(13)** is on the top of a small mountain dwarfed by the much larger kett mountain base to its south. Find the trigger when raiding the nearby kett outpost to the north.



ELAADEN

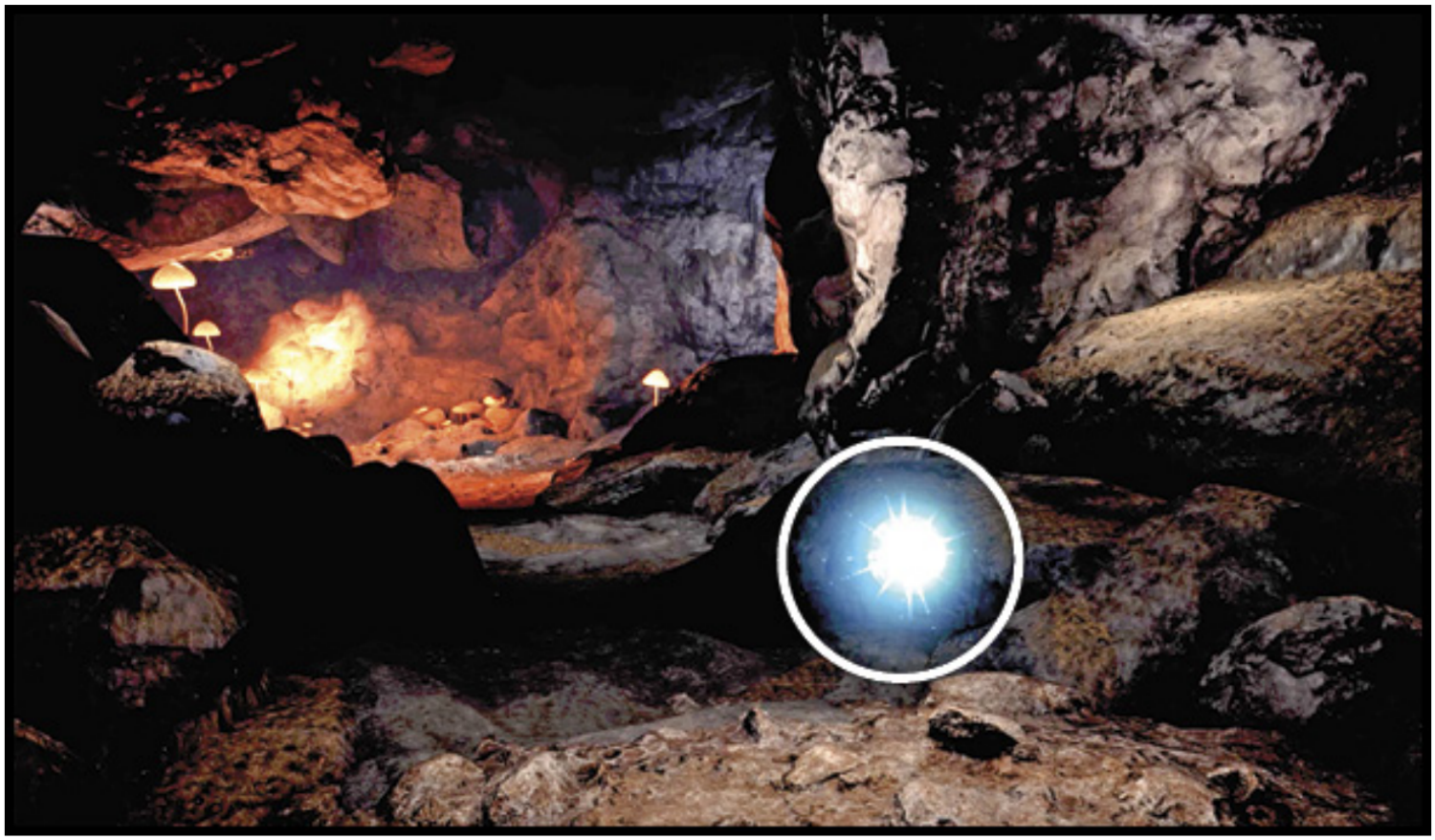


LANGUISH: NEAR TUCHANKA

Use the Nomad to climb to the top of this very steep hill to find the **memory trigger(14)** east of New Tuchanka.

LANGUISH: CAVE

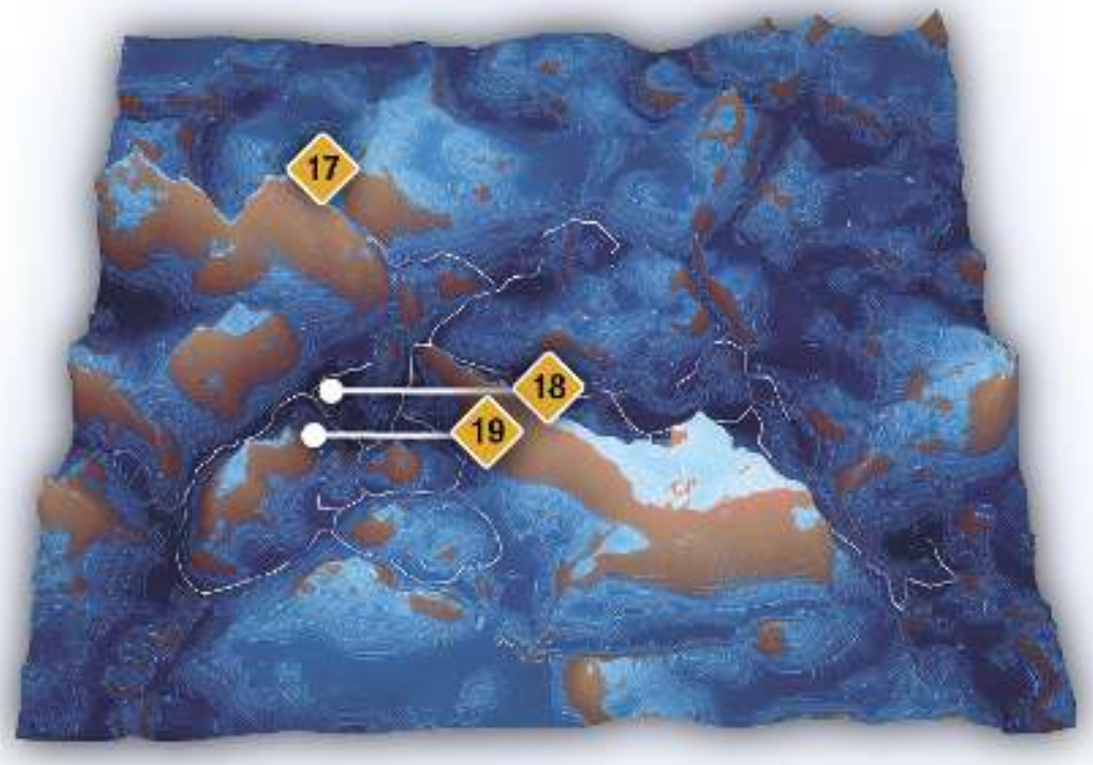
You can find this memory trigger **(15)** in a cave between the Remnant derelict ship and the krogan colony of New Tuchanka. Be prepared to fight; the cave is home to a few Echidna and Fiends. Scan the beasts for “Comparatively Alien” while you defend yourself.



GEHENNA VALLEY

Find this **memory trigger(16)** on the ground in a little oasis in Gehenna Valley.

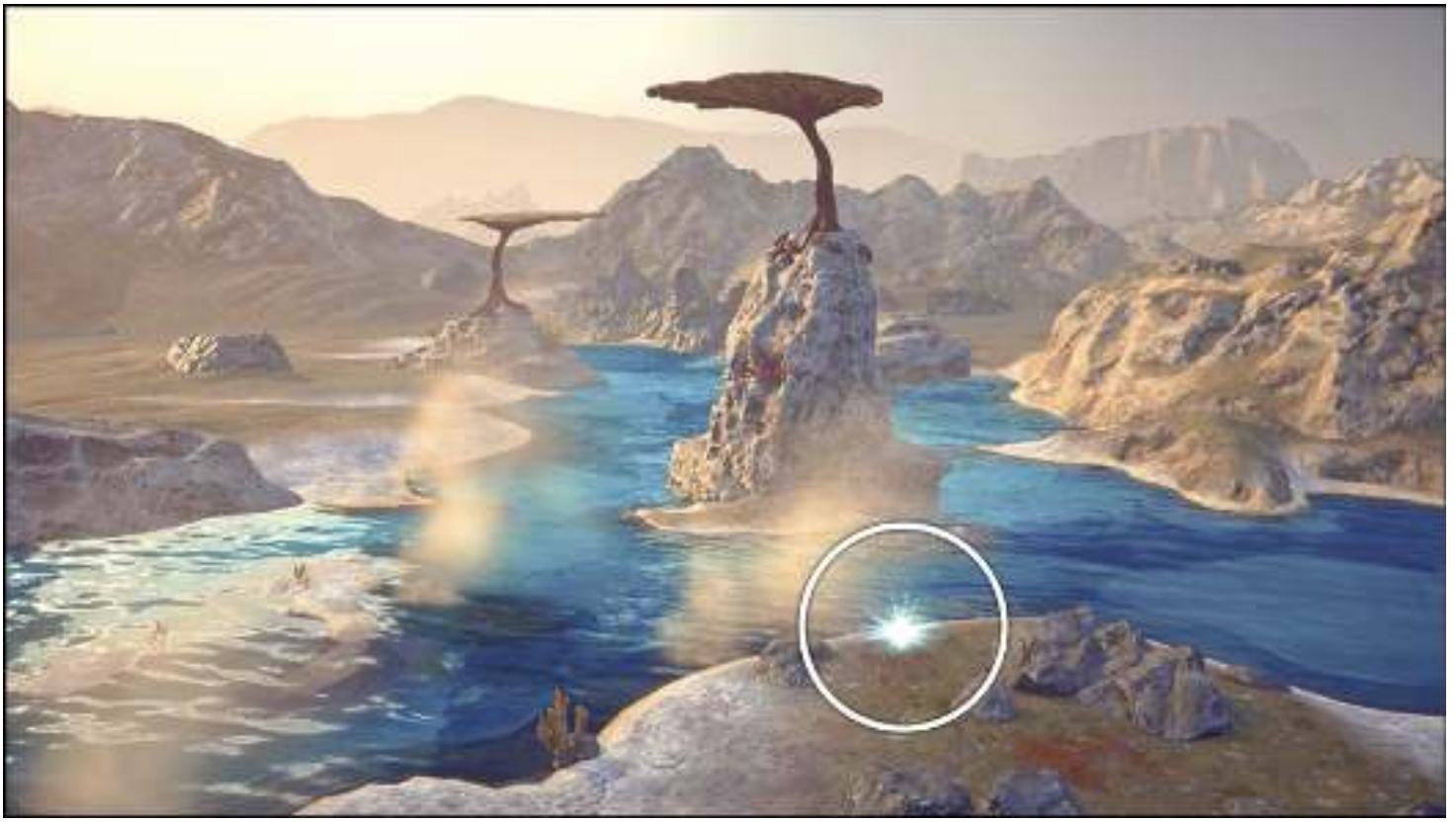
KADARA



KURINTH'S VALLEY

Find this **memory trigger(17)** in the northwest corner of Kadara in Kurinth's Valley. It's next to an acid pool and a sought-after mineral for "Hitting Rocks for Science."

SULFUR SPRINGS



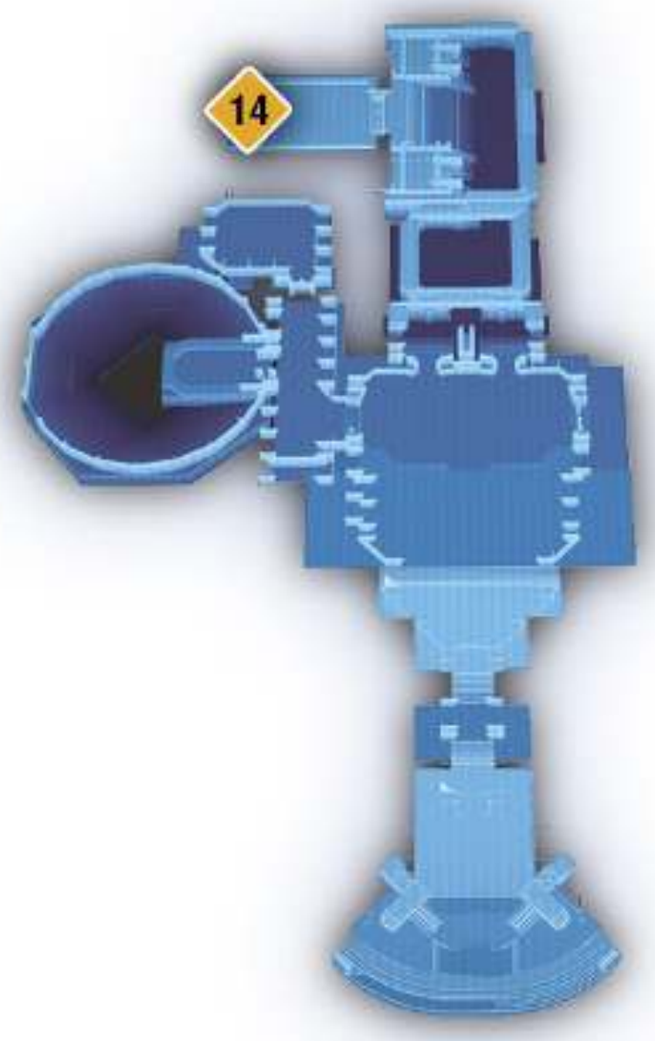
Find this **memory trigger(18)** out in the open near the future site of the Initiative outpost.

SULFUR SPRINGS

This **memory trigger(19)** is on a climbable peak beside the western Remnant monolith.

INVESTIGATE ALEC'S LOGS

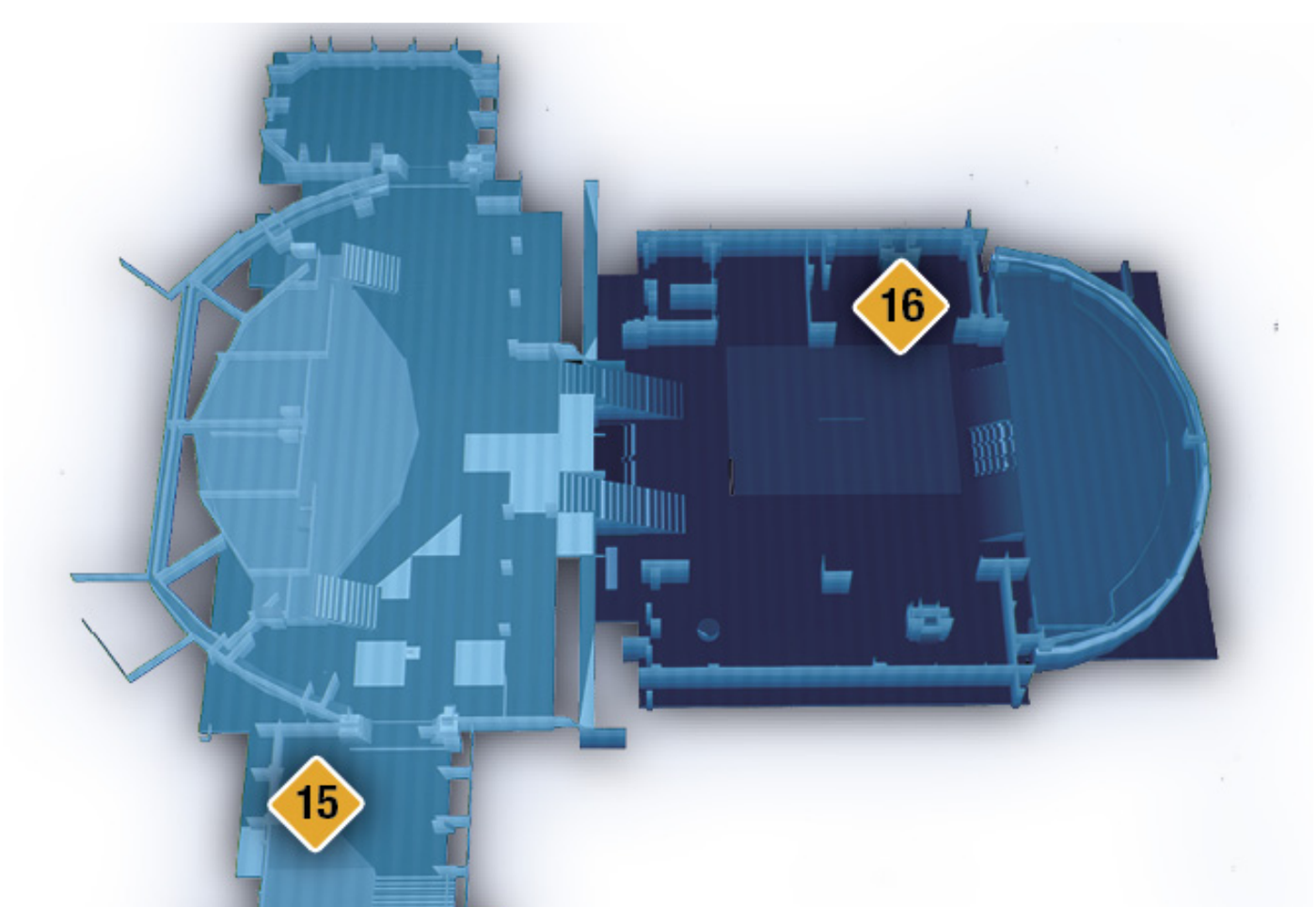
HYPERION HABITATION: ALEC'S QUARTERS



You've been directed to investigate Alec's logs in his quarters **(14)** after collecting enough memory triggers to receive the fourth memory sequence. This one is about a secret benefactor. Go there now and use the Archive System. Select "Benefactor" and then "Meeting with Benefactor." Alec had thought Jien Garson was the mystery benefactor, but it turns out she's not the one. You decide to ask Tann what he knows about this.

SPEAK WITH DIRECTOR TANN ABOUT THE BENEFACTOR

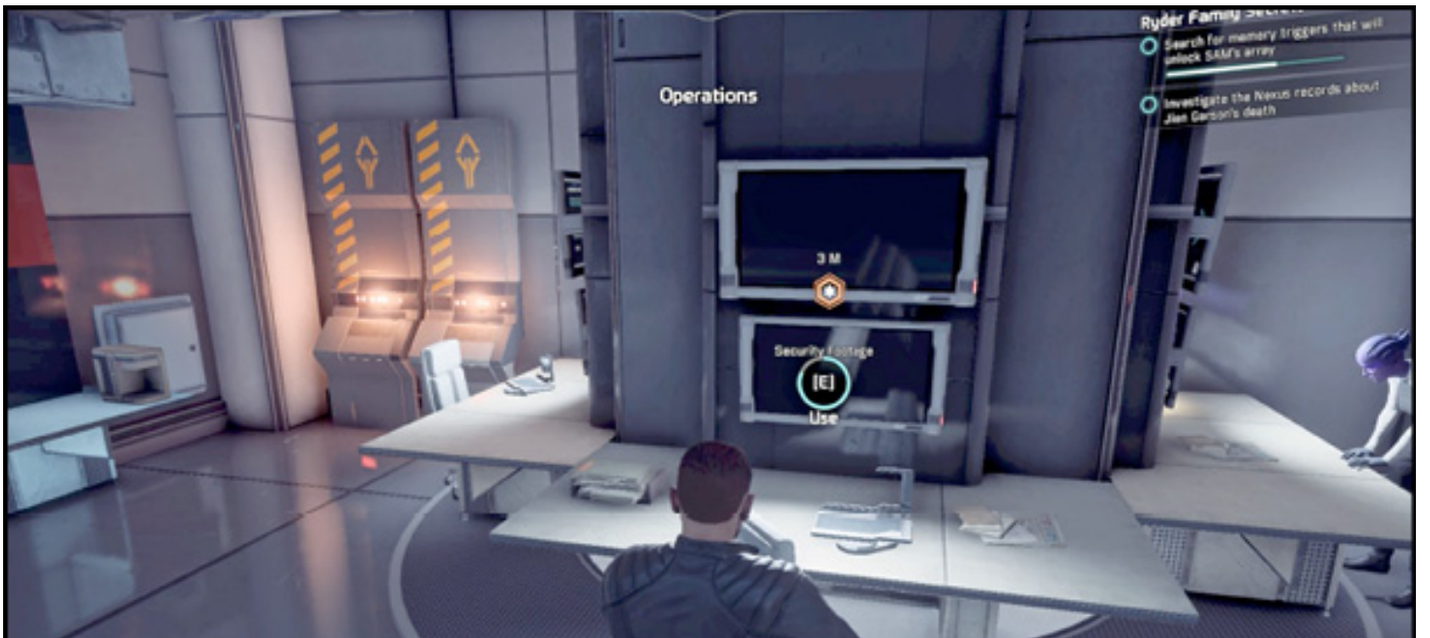
NEXUS OPERATIONS: TANN'S OFFICE



Take the tram to Nexus operations and ask Tann **(15)** about the mysterious benefactor. No matter how you press him for information, the result is the same—he doesn't admit to knowing anyone besides Jien Garson who would be the strongest advocate for the Initiative. Now you must investigate her death.

INVESTIGATE THE NEXUS RECORDS FOR JIEN GARSON'S DEATH

Head to Addison's office and review the Nexus records **(16)**. Use the security footage console and access the file "Garson Investigation (CLOSED)." The cause of death lists her as a "casualty of Scourge disaster" and the burns on her body were consistent with that assessment, but it's unsure how she ended up in that apartment at that time. Enter the tram and travel to the docking bay.



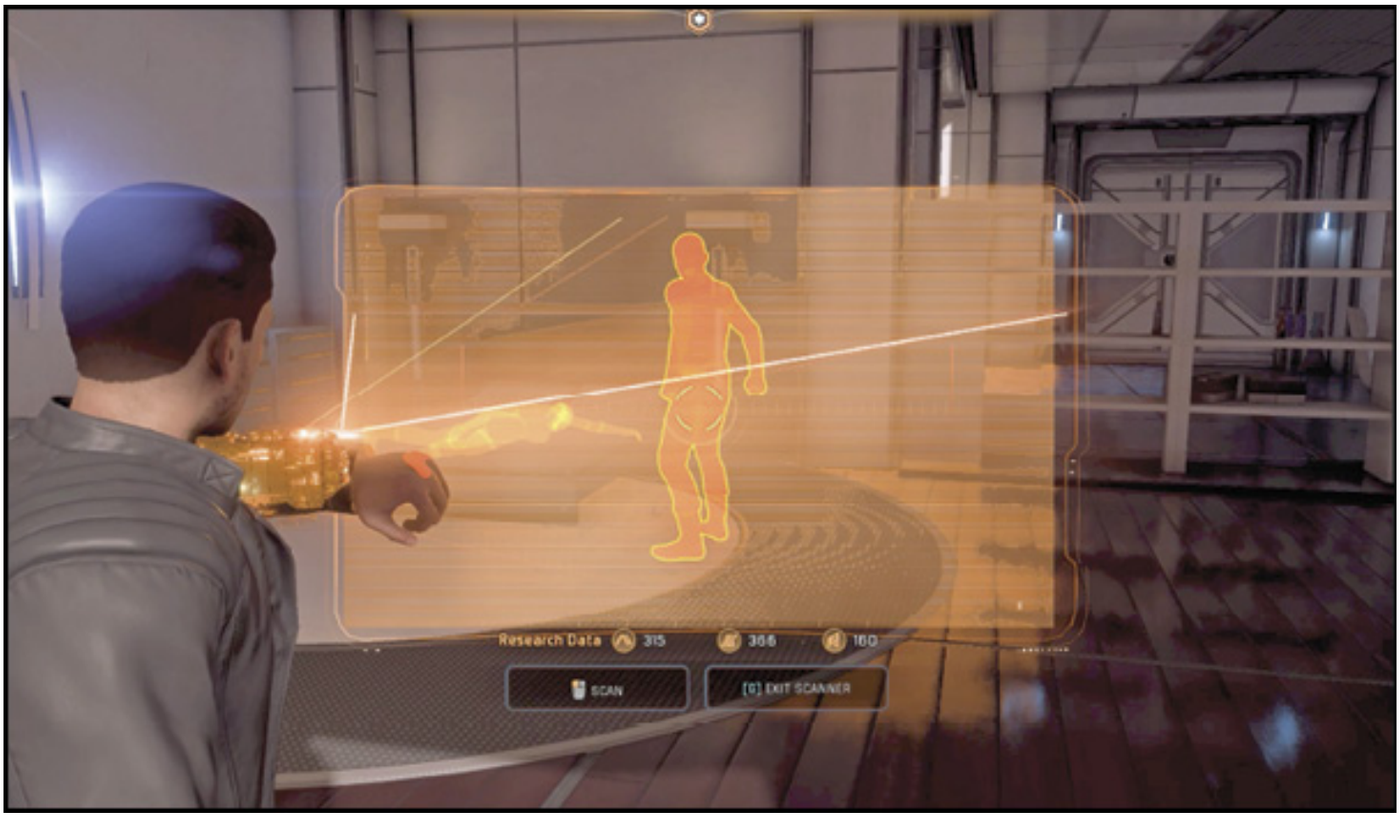
INVESTIGATE THE NEXUS APARTMENT WHERE JIEN GARSON WAS FOUND DEAD

NEXUS DOCKING BAY

Go to the second floor of the Nexus docking bay area and then toward the apartments on the end. Enter the second apartment on the left **(17)**.

SCAN THE ROOM FOR CLUES

Pull out the scanner and begin scanning the entire apartment for clues. Scan the area around the bed in the back of the apartment to find a **holographic scene recreation** of a man's silhouette seen lurking over Jien's body on the bed. You deduce that her death was not the result of natural causes.



CONTINUE SCANNING THE ROOM FOR MORE INFORMATION

When you realize the entire area was shuttered before the Hyperion arrived, you wonder what Garson was even doing there. Continue scanning the room for clues. You catch a hit if you scan the wall above the head of the bead. It's a hidden door on the right wall as you entered the room. A good scan of it reveals a prompt to open the secret door.

INVESTIGATE THE HIDDEN ROOM

Inside the hidden room **(18)** you find two **datapads** on a desk. Read one and listen to the other. The audio file is of Jien; she recorded a message about hiding in this sealed-off section of the Nexus because someone was trying to kill her. She reveals that she embedded pertinent info in her VI in the cultural center and that the datapad you've accessed has the code to unlock this secret message.

SPEAK WITH GARSON'S VI DISPLAY IN THE NEXUS

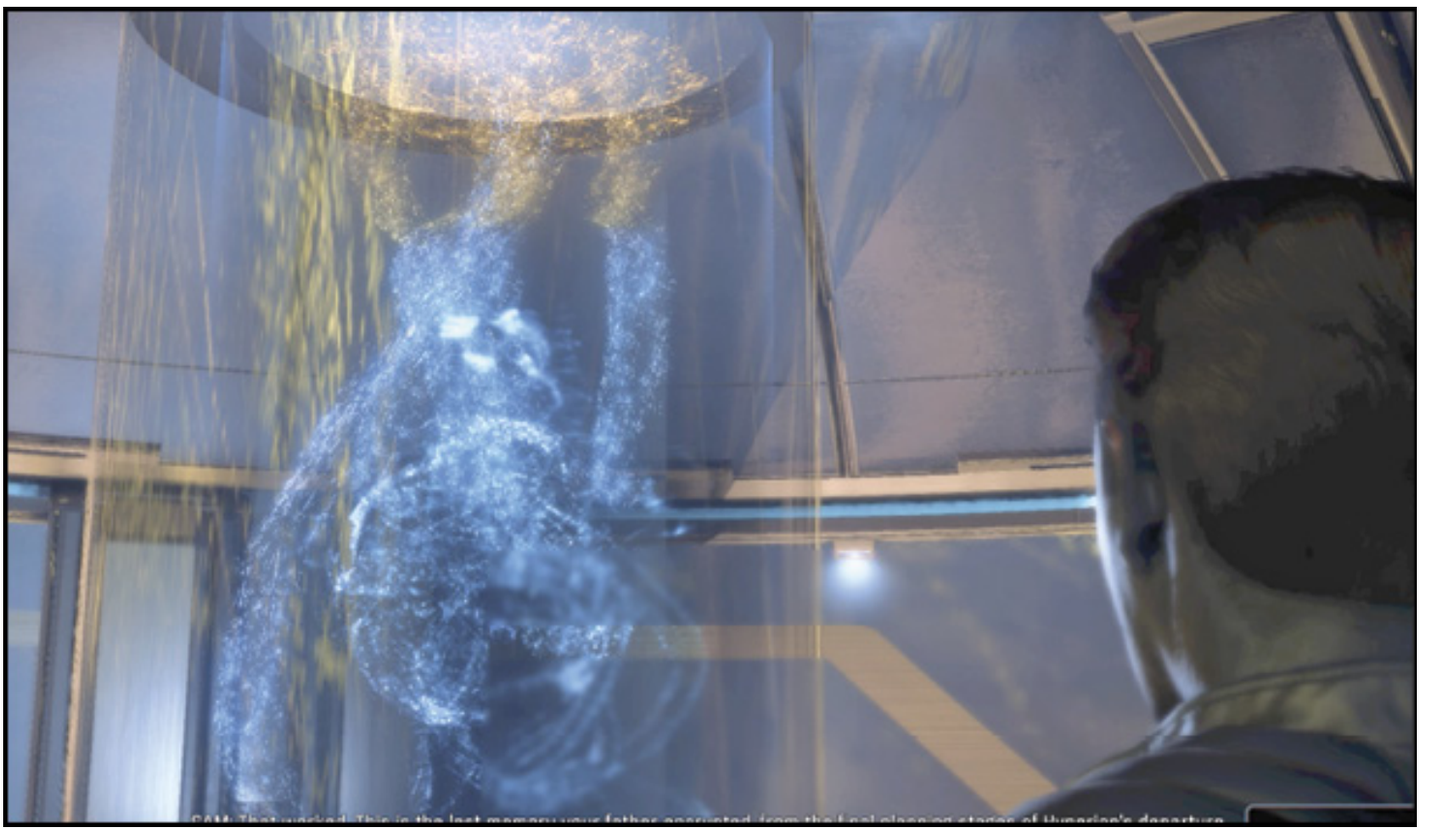
Exit the apartment and head to the cultural center **(19)**, also on the second floor. If you haven't been to the cultural center since you helped the Moshae, you're intercepted by the angaran head diplomat. He talks and walks you out of the room. Simply finish the conversation, re-enter the cultural center, and interact with the Jien Garson VI.

In the interface, select "Secret Message" to get the info she was talking about on the datapad in the apartment. She talks of the silent partner (the benefactor) involved with the Initiative. Something big spooked them in the Milky Way and then moved 100,000 of them to Andromeda. She thinks someone is out to remove her. The code word she and Alec had for this operation was "Fulcrum." At this point you need to keep unlocking memories to find out what they meant by "something big" spooking them.

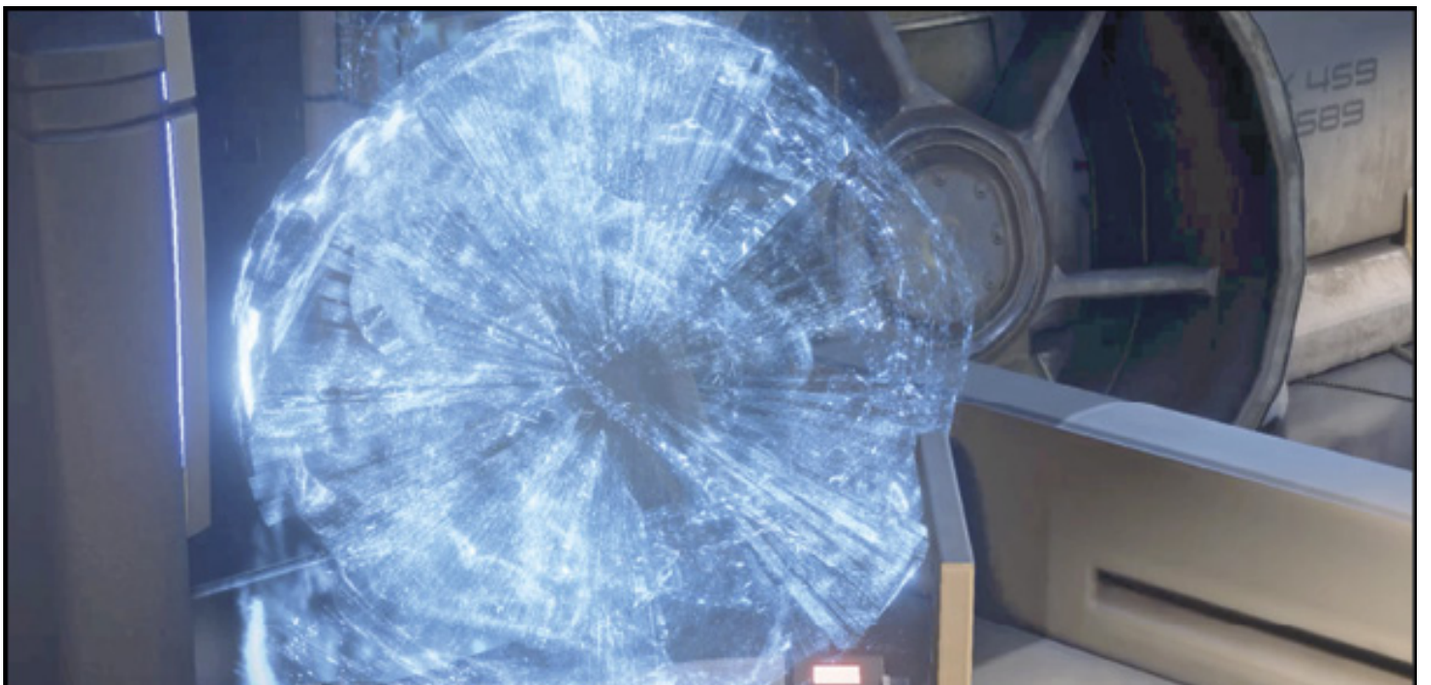
SPEAK WITH SAM ABOUT AN UNLOCKED MEMORY

HYPERION: SAM NODE

The last **memory trigger** affords you access to the final memory. Go to the SAM Node **(4)** and watch this memory now. Ryder uses Jien Garson's code word "Fulcum" to access the memory. SAM announces it as the last memory your father encrypted, from the final planning stages of the Hyperion's departure.



The memory is of Alec Ryder talking to Castis Vakarian. Ryder asks about the Reaper threat, and Castis tells him about the 50,000-year extinction cycle and that it's about time for it to strike again. Ryder speaks with the benefactor next. She feels they need to accelerate the timeline for the project, seeing as how the extinction cycle threatens everything. The arks must be launched immediately. Lastly, Ryder Senior asks SAM to track down his kids so they can discuss the circumstances. Ellen is discovered to be in stasis, which suspends the progress of her disease. She's hidden in cryo under a fake name. Just before the memory ends, you catch a glimpse of your father saving you on Habitat 7 and then, just before he dies, telling you, "There's still hope for your mother."



MEET WITH YOUR SIBLING AT YOUR MOTHER'S STASIS POD

HYPERION: CRYOBAY

SAM tells you that Ellen is on the Hyperion in stasis under the name of Elizabeth Reilly. On your father's Archive System in his room, listen to the Milky Way emergency log. It discusses the Reapers hitting the Milky Way and the escape in the arks. Take the tram to the cryobay and follow the navpoint **(20)** to your sibling, who's standing at your mother's stasis pod location. A touching story unfolds, and you kids decide to keep her in stasis until you find a cure for her illness.

MASS EFFECT ANDROMEDA

Secondary Ops

Search for the Stolen Remnant Drive Core

Mission Type: Helios Assignment: Elaaden

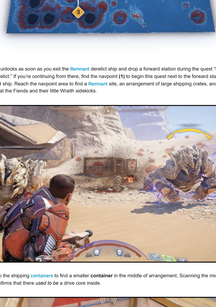
Prerequisite: Complete "Investigate Remnant Derelict"

Start Location: Elaaden

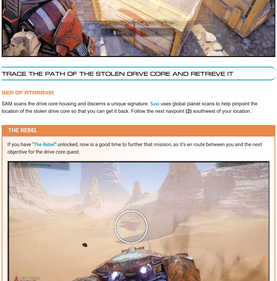
Unlocking: Scan the shipping container

SCAN THE SHIPPING CONTAINER

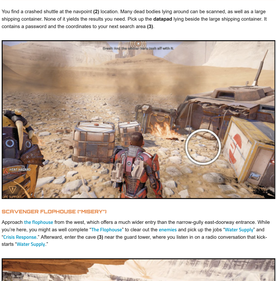
ELAADEN: LANGUISH REMNANT SITE



This mission unlocks as soon as you exit the Remnant derelict ship and drop a forward station during the quest "Investigate Remnant Derelict." If you're continuing from there, find the navpoint **(1)** to begin this quest next to the forward station in front of the derelict ship. Reach the navpoint area to find a Remnant site, an arrangement of large shipping crates, and two large Fiends. Defeat the Fiends and their little Wrath sidekicks.



Jump up onto the shipping containers to find a smaller **container** in the middle of arrangement. Scanning the middle container confirms that there *used to be* a drive core inside.



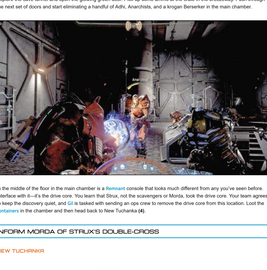
TRACE THE PATH OF THE STOLEN DRIVE CORE AND RETRIEVE IT

SEE OF RTTRRNOR

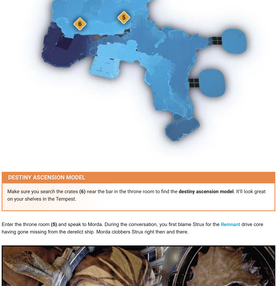
SAM scans the drive core housing and discerns a unique signature. Suvi sees global planet scans to help pinpoint the location of the stolen drive core so that you can get it back. Follow the next navpoint **(2)** southwest of your location.

THE REBEL

If you have "The Rebel" unlocked, now is a good time to further that mission, as it's en route between you and the next objective for the drive core quest.



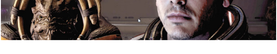
You find a crashed shuttle at the navpoint **(2)** location. Many dead bodies lying around can be scanned, as well as a large shipping container. None of it yields the results you need. Pick up the **datapad** lying beside the large shipping container. It contains a password and the coordinates to your next search area **(3)**.



SCRVENGER FLOR•USE ("MSSERY")

Approach the Rophouse from the west, which offers a much wider entry than the narrow-gully east-doorway entrance. While you're here, you might as well complete "The Flophouse" to clear out the enemies and pick up the jobs "Water Supply" and "Crisis Response." Afterward, enter the cave **(3)** near the guard tower, where you listen in on a radio conversation that kick-starts "Water Supply."

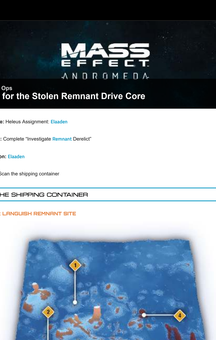
Explore the cave tunnel and open the glowing green door. Pick up some ammo at the crate in the breezeway. Push through the next set of doors and start eliminating a handful of Adhi, Anarchists, and a Krogan Berserker in the main chamber.



In the middle of the floor in the main chamber is a Remnant console that looks much different from any you've seen before. Interface with it—it's the drive core. You learn that Strux, not the scavengers or Morda, took the drive core. Your team agrees to keep the discovery quiet, and GI is tasked with sending an ops crew to remove the drive core from this location. Loot the containers in the chamber and then head back to New Tuchanka **(4)**.

INFORM MORDA OF STRUX'S DOUBLE-CROSS

NEW TUCHANKA



DESTINY ASCENSION MODEL

Make sure you search the crates **(6)** near the bar in the throne room to find the **destiny ascension model**. It'll look great on your shelves in the Tempest.

Enter the throne room **(5)** and speak to Morda. During the conversation, you first blame Strux for the Remnant drive core having gone missing from the derelict ship. Morda clobbers Strux right then and there.

One of your crew (Drack, if he's with you) spills the beans and tells Morda and Strux that the Nexus is now in possession of the drive core. In your next conversation option, you can choose to say, "We've been tricked," or "I took it from Strux," or "Oh, now you're interested," or "It's safe."

MASS EFFECT ANDROMEDA

Secondary Ops
Settling Elaaden

Mission Type: Heleus Assignment: Elaaden

Prerequisite: Land on Elaaden

Start Location: Elaaden

Unlocking: Starts as soon as you land on Elaaden

CLEAR OUT THE SCAVENGER FLOPHOUSE

An injured krogan scout at the krogan colony New Tuchanka gives you a navpoint to the flophouse if you haven't stumbled upon it otherwise. See "The Flophouse" for details.

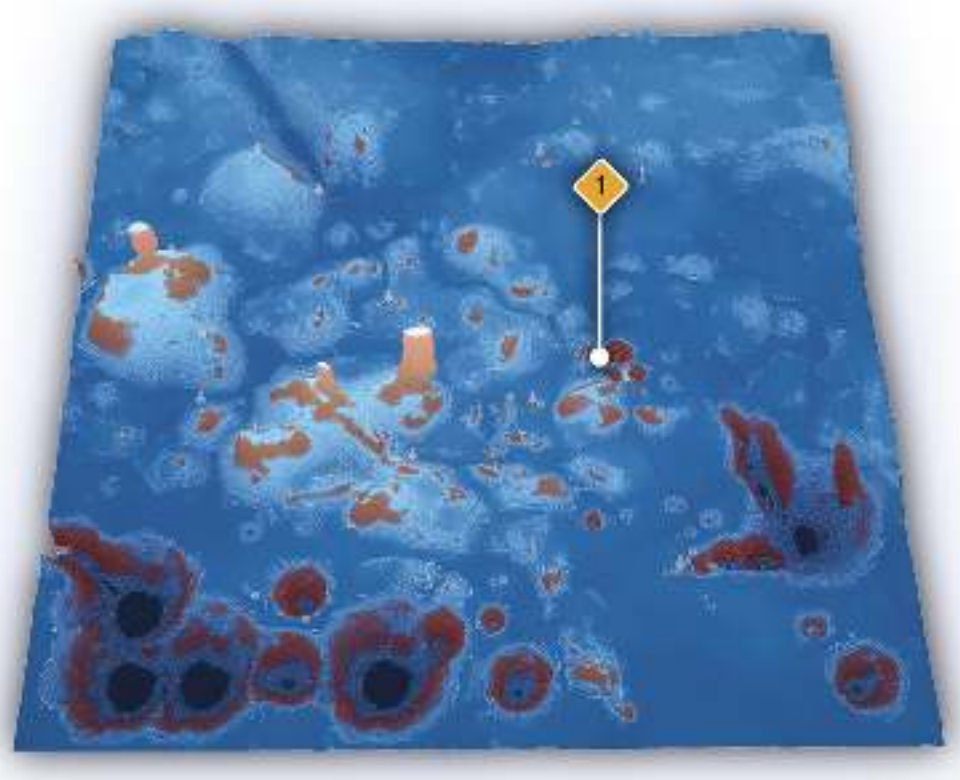
RESOLVE THE TENSION AT THE KROGAN COLONY

You complete this objective by finishing the mission "Search for the Stolen Remnant Drive Core." You reach an agreement with the krogan colony, which determines whether you can create an outpost on Elaaden.

REACH 40/ VIABILITY ON ELAADEN

This can be done by performing side quests (that's all there is on Elaaden). Big payoffs include "Water Supply," "Search for the Stolen Remnant Drive Core," and "The Flophouse."

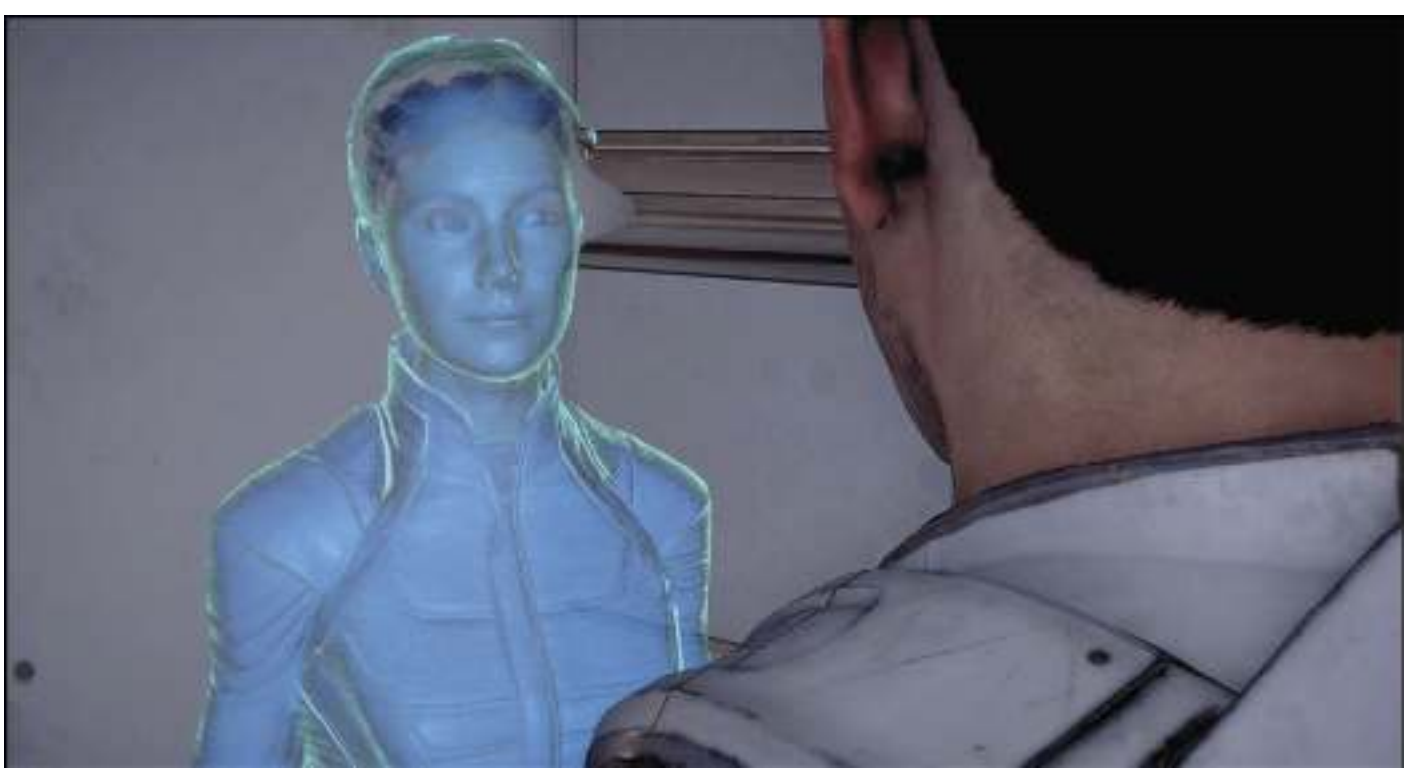
CREATE AN OUTPOST



You don't need to activate the Elaaden vault to obtain the amount of Viability needed to create an outpost. Once you reach 45% Viability, call down the outpost with the outpost beacon **(1)** near New Tuchanka. Be aware, if you keep the drive core for the Initiative instead of giving it back to Morda in "Search for the Stolen Remnant Drive Core," you can't put an outpost on Elaaden.

ADDISON CONVERSATION

After you settle Elaaden, holographic Addison talks to you inside the new outpost. During the conversation, she sincerely congratulates you but, in the same breath, says Tann will hate the new settlement (krogan territory and all). You can use a sentence enhancer to share your true feelings regarding what Tann thinks in the next conversation option. She then asks for a quote for the press. Choose "Strap in, it's a wild world" or "The groundwork is done."



ARCHITECT ON ELAADEN

Settling Elaaden allows you to battle an Architect there. Talk to Kariste Archana **(2)** in the new outpost. See the "Architect on Elaaden" side quest entry and our Architect fighting tips in the Enemies section.

Secondary Ops

Settling Kadara

Mission Type: Heleus Assignment: Kadara

Prerequisite: Must have interrogated Vehn Terev in "Hunting the Archon"; complete the following quests, then return to the Tempest: "Behind Enemy Lines," "A People Divided," "Healing Kadara's Heart," "Modern Medicine," "Precious Cargo," "Night on the Town," "High Noon"

Start Location: Tempest

Unlocking: Return to the Tempest after completing the prerequisite quests

FIND AN OUTPOST SITE

SULFUR SPRINGS OUTPOST

This quest follows and tracks your progress through Kadara's side quests. Most of the objectives in this quest are the same as those of the associated quests, so completing an objective for a Kadara side quest also completes the corresponding objective here. This quest follows you from the moment you set foot on the sand until you drop an outpost.

LOOK FOR SIGNS OF VIOLENCE BETWEEN RIVAL FACTIONS IN KADARA PORT

Complete "A People Divided."

WORK WITH REYES

Help Reyes in "Precious Cargo."

RETURN TO THE TEMPEST

Return to the Tempest after finishing these missions: "Behind Enemy Lines," "A People Divided," "Healing Kadara's Heart," and "Precious Cargo."

CHECK YOUR EMAIL AND RESPOND TO REYES

Complete the first objective in "Night on the Town."

ATTEND SLOANE'S PARTY WITH REYES

Complete "Night on the Town."

INVESTIGATE DRUG USE IN THE KADARA SLUMS

Start "Modern Medicine."

HELP DR. NAKAMOTO RETRIEVE THE FORMULA

Complete "Modern Medicine" to Nakamoto's liking.

ASK OUTCAST LEADERSHIP ABOUT TROUBLE ON KADARA

Start "Behind Enemy Lines."

HELP KAETUS WITH THE KETT ON KADARA

Complete "Behind Enemy Lines."

WAIT FOR TROUBLE TO COME CALLING

Heleus Assignment: Kadara, "High Noon" unlocks.

MEET SLOANE

Begin Heleus Assignment: Kadara, "High Noon."

SPEAK WITH SLOANE

If she survived, speak with Sloane after the cave meeting with the Charlatan in "High Noon."

SPEAK WITH REYES

If Sloane was killed, speak to Reyes during the cave meeting with the Charlatan in "High Noon."

STABILIZE KADARA'S ENVIRONMENT BY RESETTING THE VAULT

Complete "Healing Kadara's Heart," where you activate the three monoliths, then activate the Remnant vault purification field.

REACH 40% VIABILITY ON KADARA

Complete this objective by carrying out a couple of big quests or many of the smaller ones.

CREATE AN OUTPOST

Create an Initiative outpost after finishing "High Noon."

MASS EFFECT ANDROMEDA

Secondary Ops
Settling Voeld

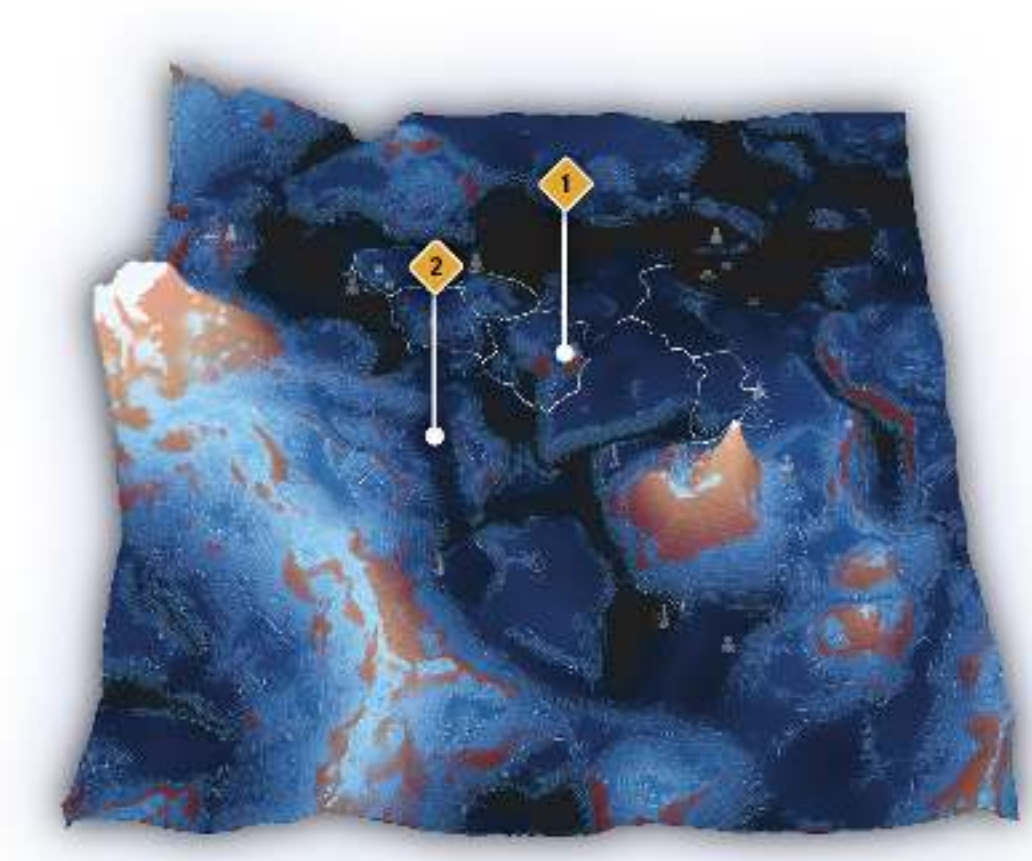
Mission Type: Heleus Assignment: Voeld

Prerequisite: Reach 40% Voeld Viability

Start Location: Voeld

Unlocking: Complete the mission "Meet the Resistance"

PREREQUISITES



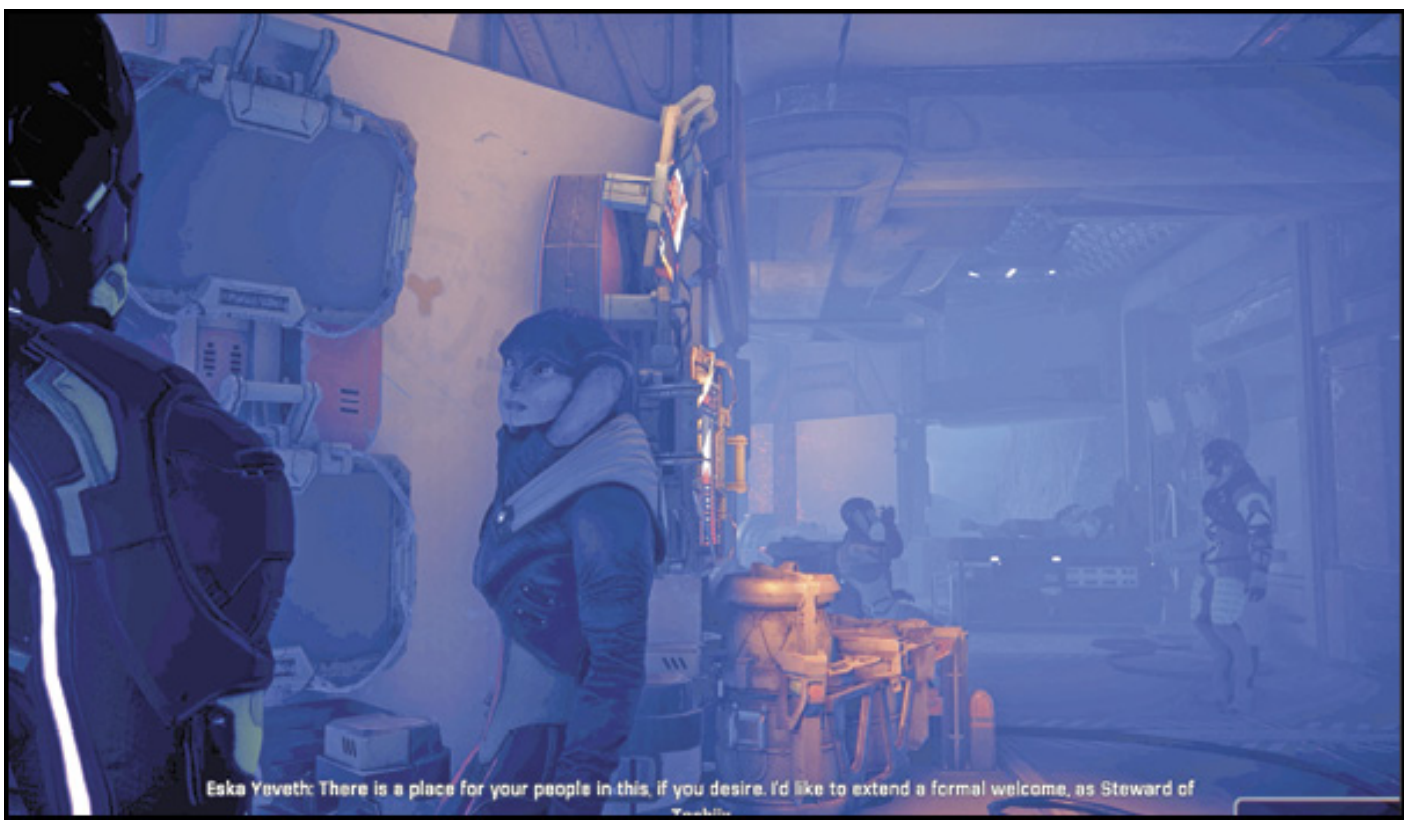
VOELD

The following must be done before you order an outpost for Voeld:

- **Destroy the kett operations center:** see "Remove the Heart"
- **Learn about the angara's past:** see "Uncovering the Past"
- **Speak to Eska Yeveth, the steward of Voeld:** talk to Eska Yeveth after the previous objectives are complete
- **Reach 40% Viability on Voeld:** this can be done through side quests without solving monoliths and Remnant vault challenges

FIND AN OUTPOST SITE

After meeting the given criteria (and playing the nice alien) and getting Eska Yeveth's **(1)** blessing to settle on Voeld, you can find your location and build an outpost. Eska Yeveth is in Techiix in the back building behind Buxil's place, by the way.



Find the planned outpost location **(2)** along the west edge of Voeld. There's a **memory trigger** on a hill nearby, and you can erect a receiver for the task "Boosting the Signal" near the memory trigger. But only after building the outpost.

CREATE THE OUTPOST

A conversation with a holographic Addison begins as soon as the outpost is built. She reluctantly congratulates you on a job well done. Again, she needs a great quote for the press. You acquire one Cyro Pod point, a load of AVP, and raise Voeld Viability by +20%.

MASS EFFECT ANDROMEDA

Secondary Ops
Shock Treatment

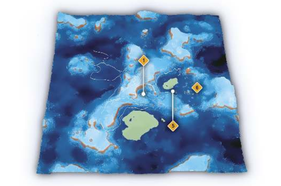
Mission Type: Heleus Assignment: Eos

Prerequisite: Place a settlement on Eos

Start Location: Eos

Unlocking: Access the audio console at the Eos outpost, Prodromos

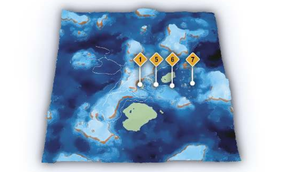
ACCESS DATA ON THE TERMINAL INSIDE THE RESEARCH BUILDING



EOS: PRODROMOS

After settling Prodromos (**1**) at Eos, enter the research building (**2**) and access the terminal. Select "Please Help" and check out the "Work Rosters: Week 2" entry. It's about a group of settlers hacking Remnant technology, trying to turn the machines into friendly assistants. The person who left the note is worried about the possible ramifications of such an experiment.

FIND THE WORK ROSTERS



Follow the navpoint to the top floor of the two-story structure (**3**).

INVESTIGATE MEDBAY

Enter the top floor of the building next door (**4**). Scan the medical equipment. Ryder learns this machine was used to treat wounds caused by the Remnant and that the crew has tried to control them before. You can also converse with a medic, Ramirez, in the same room.

INVESTIGATE THE MONOLITH SITE

Drive to the navpoint northeast of the settlement to the monolith (**5**). Jump up the tall platforms to reach the top and the monolith console.

SCAN THE COMMUNICATIONS EQUIPMENT

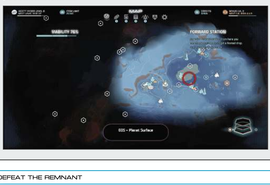
On the first tier of the monolith base and a little to the left is a communications array. Scan it to find an open comms channel on the unit.

GET TO THE WORK CREW

You now have 2:26 to reach the next location. If you fail to get there in time, most of the crew dies. Access your map and place a waypoint on the marked monolith navpoint due east from your position (**7**).

FORWARD STATION SHOORTCUT

Enter the map view and click on the forward station (**6**) between you and the target destination to warp halfway to the goal and save some serious time.

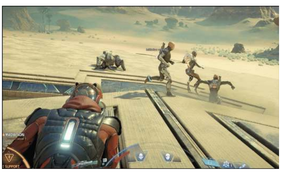


DEFEAT THE REMNANT

Using the forward station as a shortcut, you should make it to the site with 1:46 left on the clock. Quickly exit the Nomad and begin attacking the three Observers, the Assembler, and the Nullifier. Assign your teammates to attack one while you attack another until they're all destroyed.

SPEAK TO THE SURVIVOR(S)

If you're on time, you save the entire crew. However, if you're late, you find a sole survivor. Save them all to speak to Jennings. You earn 570 XP. Afterward, loot the area of goods and scan Remnant and the **Adapted Initiative Core** Tech.



MASS EFFECT ANDROMEDA

Secondary Ops
Sleeping Dragons

Mission Type: Heleus Assignment: Nexus

Prerequisite: Mission 3 or later; Nexus Phase 2; outpost on Eos

Start Location: Nexus

Unlocking: Speak to hydroponics protesters

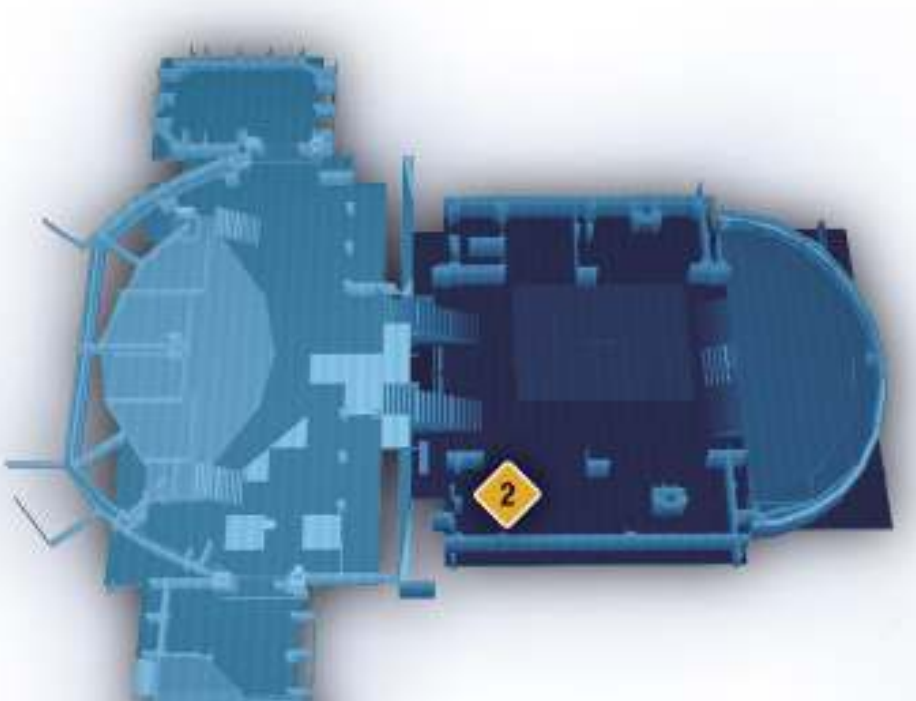
SPEAK WITH THE PROTESTERS

NEXUS: HYDROPONICS

With the hydroponics protestors growing more violent, Nexus authorities deemed it necessary to remove them by force.

Speak to Rhys, one of the protesters **(1)**. They want their families and friends out of stasis, and no one will listen. Agree to talk to the leaders in charge of stasis revivals.

SPEAK WITH KANDROS



NEXUS OPERATIONS

Head to the militia office in Nexus operations and speak to Kandros **(2)** about “stasis protestors.” The meeting attendees expand as Director Tann, Addison, and Kesh join in, and you argue the protestors’ point. The concern is there are no resources and nowhere to place people if they’re revived. To side with the protesters and get a non-violent conclusion, answer, “We have a whole planet!” End the conversation with “No. The protestors are right,” to avoid confrontation with them.

AUTHORIZE STASIS REVIVALS FROM NEXUS OPERATIONS

Head up the stairs to Addison’s office on the deck of the Hyperion and use the pod control console **(3)** to authorize stasis revivals. Rhys shows up as you’re reviving the families, and you get the satisfaction of telling him to go see his mother as she awakens. This mission rewards you with a large amount of AVP.

MASS EFFECT ANDROMEDA

Secondary Ops
Something in the Water

Mission Type: Heleus Assignment: Kadara

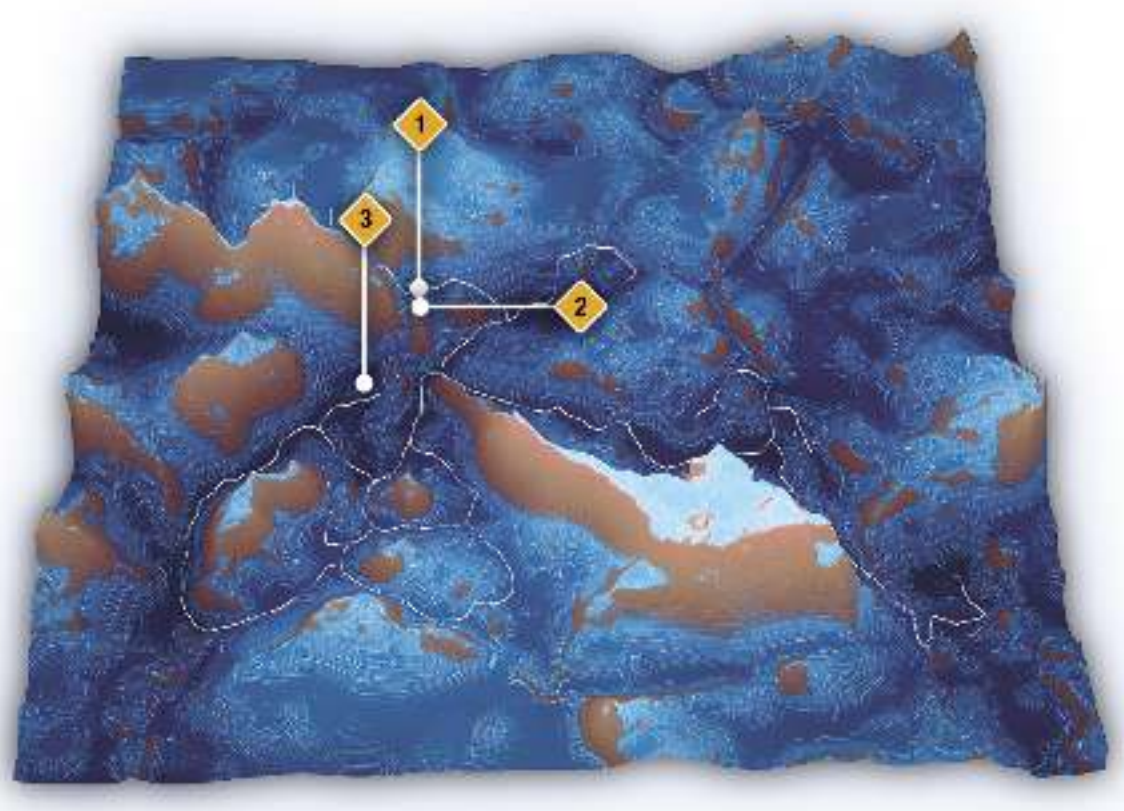
Prerequisite: Must have interrogated Vehn Terev in “Hunting the Archon.”

Start Location: Kadara

Unlocking: Approach the murder scene

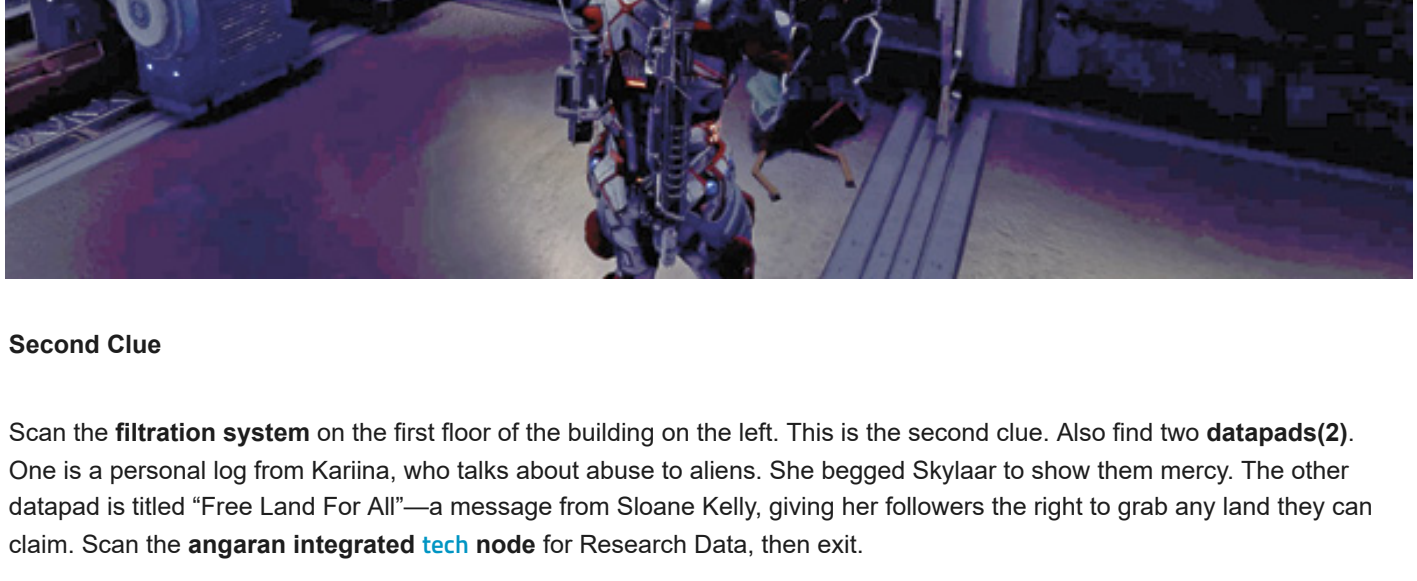
SEARCH FOR TWO CLUES TO THE ANGARAN DEATHS

KADARA: KURINTH'S VALLEY



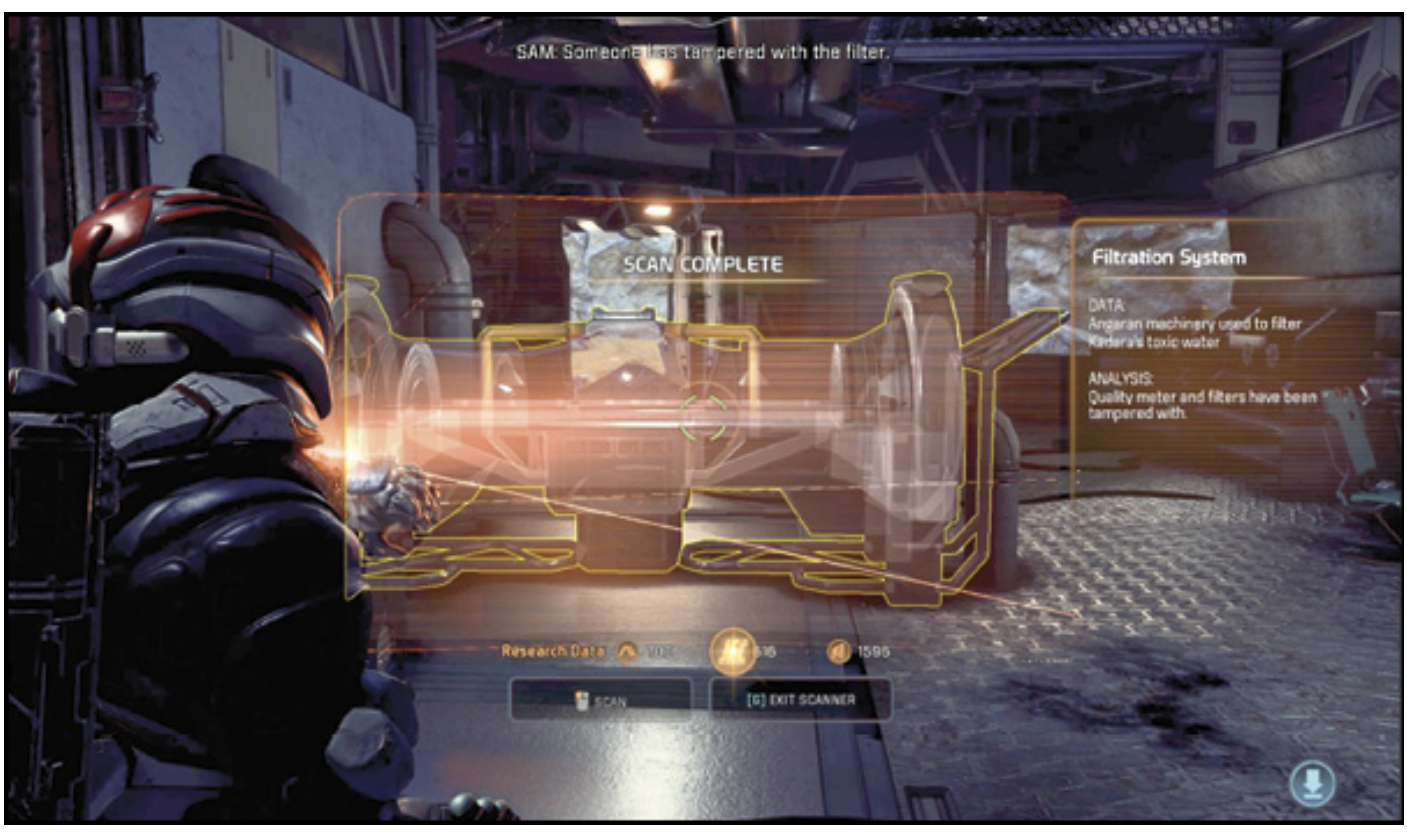
First Clue

While exploring Kadara, you find a settlement littered with dead angara **(1)**. Enter the building on the right side of the road. In a narrow room, find a **datapad** on a desk near a large window. It belongs to Skylaar Yefir, an angara who lived there. Listen to the three logs. One of them mentions Charybdis Point. That’s your next destination, and this was your first clue.



Second Clue

Scan the **filtration system** on the first floor of the building on the left. This is the second clue. Also find two **datapads(2)**. One is a personal log from Kariina, who talks about abuse to aliens. She begged Skylaar to show them mercy. The other datapad is titled “Free Land For All”—a message from Sloane Kelly, giving her followers the right to grab any land they can claim. Scan the **angaran integrated** tech **node** for Research Data, then exit.



SEARCH CHARYBDIS POINT FOR EVIDENCE

Drive southwest to Charybdis Point **(3)** to look for more evidence. Enter the building through the unlocked front door and find the **crate** to the left on the floor.

Opening the crate starts a conversation with SAM. He says the make and design match those found in the angaran town. This means the exiles were not involved. Just then, Mallox bursts into the room. He asks why you’re there, but you answer with questions of your own: “Where’d you get the design for these water filters?” and “Why did you murder an entire town?” He says the flapheads stole everything. The angara are the ones who know how to properly filter the planet’s water. Using this knowledge, he poisoned the water.

MASS EFFECT ANDROMEDA

Secondary Ops
Something Personnel

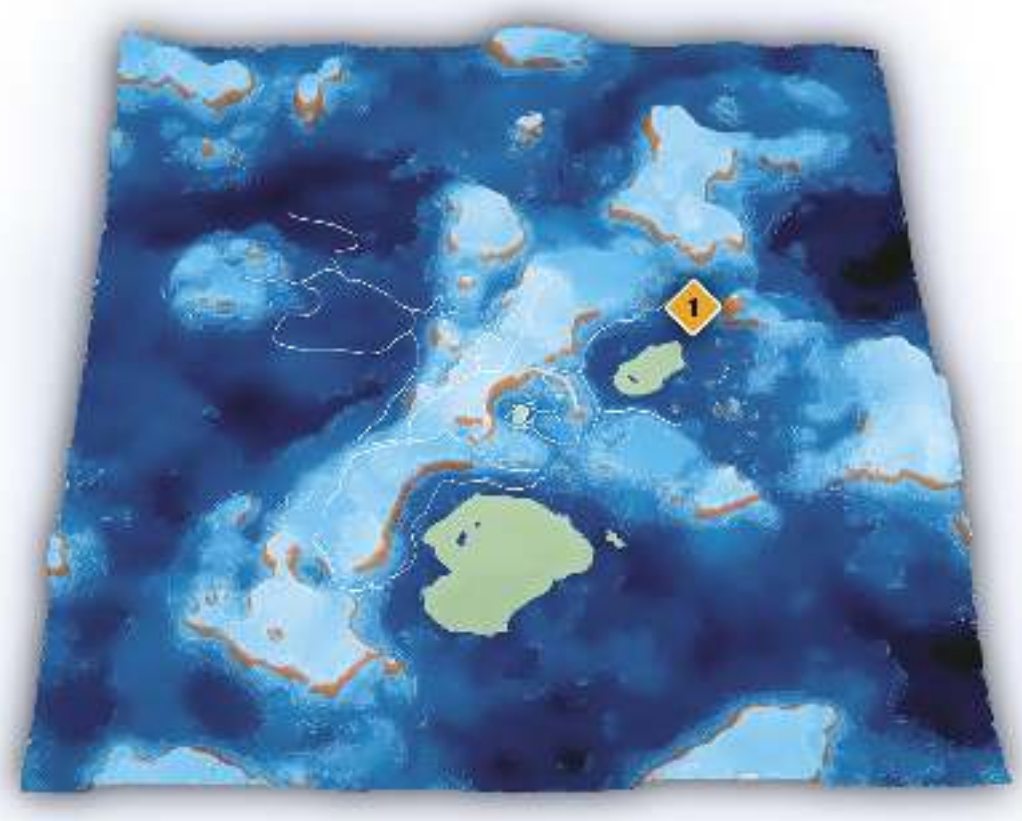
Mission Type: Heleus Assignment: Eos

Prerequisite: Land on Eos

Start Location: Eos

Unlocking: Find the datapad at the muster point on the hill near Site 1: Promise

FIND THE EMERGENCY MUSTER POINT



HILLS NEAR SITE 1: PROMISE

Head east out of Site 1: Promise through the gully behind Clancy's building. You come to a steep incline. Use your jump-jets, or drive up the left side of the canyon to discover a precipice with a muster point (a small unscannable device with a green glowing light on top). Next to the device is a **datapad(1)**. Examine it.

It's a recording from Chief Engineer Grace Lito. She was the last one out during the evacuation. You learn that she didn't want to leave the outpost, but she ran out of options to try to stabilize the atmosphere or to secure the outposts from kett.

TALK TO VLADIMIR BRECKA TO REDEPLOY LITO

NEXUS OPERATIONS: ADDISON'S OFFICE

Next time you're on the Nexus, stop at the third level in Addison's office and speak with Vladimir Brecka **(2)** at the cryo pods console. Ask him about "Eos Chief Engineer Grace Lito"—you'd like her to be taken out of cryo and redeployed. He complies. That completes the mission.

Secondary Ops
Stage a Rescue

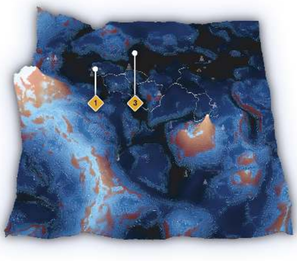
Mission Type: Heleus Assignment: Voeld

Prerequisite: Complete "On the Front Lines"

Start Location: Voeld

Unlocking: Complete the mission "On the Front Lines"

SPEAK TO SKEOT AT HJARA



VOELD: HJARA

At the angaran research base, Hjara **(1)**, speak to Skeot **(2)** to complete the first stage of the mission "On the Front Lines." Skeot's father died in a kett labor camp, and Skeot doesn't want his captured Uncle Niilj to fall to a similar fate. He sends you a navpoint to Niilj's location.

EVFRA'S TRUST QUESTS

There are two quests that can be played to gain Evfra's trust: this one and "Helping Havarl's Scientists." The latter is played on Havarl, where you rescue angara in Remnant stasis. After completing either of these missions, talk to Evfra on the Tempest Vidcon and advance the Priority Ops missions, having earned Evfra's trust.

REACH THE KETT HOLDING SITE

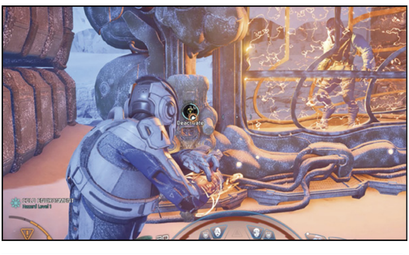
Get back in the Nomad and travel northeast to the northern holding site **(3)**. Exit the Nomad when you approach, and quickly look for cover; it doesn't take long for the kett to spot you.

RESCUE THE CAPTURED ANGARA

NORTHERN HOLDING SITE

The best approach is the northwest bridge entrance to the compound. We've mapped a helpful route through the facility. Start by crossing the bridge near the first ground-level cell **(4)**. If you have ranged weapons, take up cover before you cross the first bridge, and eliminate as many kett as you can see around the entire base before moving in.

Battle the Chosen and Destined guards, along with the Wraiths, while advancing through the compound, using cover when available. Find and deactivate the prison cell consoles to free the angara. When you free a prisoner **(5)**, they take up arms and help you fight the kett.



CLEAR THE REMAINING KETT

Work through the compound, freeing prisoners. Be prepared for kett to enter the battle via dropship when you approach the main building and its landing platforms. Defeat the enemy and free the final two angara **(6)(7)** for a total of four freed prisoners.

SPEAK TO THE RESCUED ANGARA

Skeot's Uncle Niilj is released from one of the cells **(7)**. He's likely to move to the platform in front of the main building. Tell him **(8)** that Skeot sent you. He needs a data drive (of downloaded info from the kett network) delivered to Buxil so she can begin analysis. This completes "Stage a Rescue" and unlocks "Meet the Family." Raid the containers in the central building before leaving.

MASS EFFECT ANDROMEDA

Secondary Ops

Station Sabotage

Mission Type: Helius Assignment: Nexus

Prerequisite: Unlock the Tempest

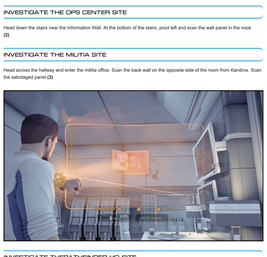
Start Location: Nexus Operations

Unlocking: Talk to Raj

SPEAK TO RAJ PATEL

NEXUS OPERATIONS

After you speak to Director Tann about settling Eos (during the quest "Nexus Reunion"), Raj Patel starts work outside Tann's office near the stairs. Raj (**1**) is showered by electrical sparks. He's surprised there have been three malfunctions in equipment this long after the mutiny. He suspects a saboteur. He trusts you since you were in stasis while the mutiny went down. Agree to help him.



Raj sends the locations of the malfunctioning systems to your omni-tool. He asks you to send the scan data from the three locations.

REFUSED THE QUEST?

Don't worry if you refused the quest; you can still pick it up. Simply save and load, or leave the area and return, then talk to Raj again. This works for most side quests.

SCAN IN ANY ORDER

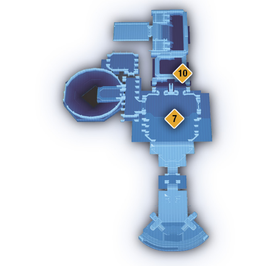
You can scan the consoles in any order.

INVESTIGATE THE OPS CENTER SITE

Head down the stairs near the Information Wall. At the bottom of the stairs, pivot left and scan the wall panel in the nook (**2**).

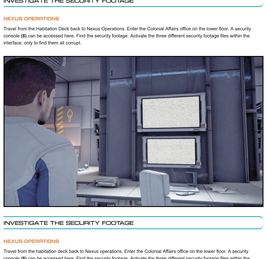
INVESTIGATE THE MILITIA SITE

Head across the hallway and enter the militia office. Scan the back wall on the opposite side of the room from Kandros. Scan the sabotaged panel (**3**).



INVESTIGATE THEPATHFINDER HQ SITE

Enter Director Tann's office and scan the wall to your immediate left to find another sabotaged panel (**4**). Scan the wall in the same location to trace a line through the wall, running out of the office and up to the top deck of Colonial Affairs. Scan the power junction box (**5**) on the back wall of the upper deck.



The third panel in operations is on the wall (**6**) near the entrance to Kesh's office. Scan to see a conduit running through the wall from the console beside the stairs (**2**) to this one. When all panels have been scanned, Raj contacts you and determines that the malfunctions are indeed the result of sabotage, and that Zarah Kellus worked on these panels. She's currently on the Hyperion in the habitation deck.

CONFRONT THE SABOTEUR

HYPERION: HABITATION DECK

Travel from operations to the habitation deck. With this quest selected, follow the navpoint to Zarah Kellus, who's working on the central console in the atrium. Confront her (**7**) with the evidence of sabotage, and she claims both she and Raj have been framed.

INVESTIGATE THE SECURITY FOOTAGE

NEXUS OPERATIONS

Travel from the Habitation Deck back to Nexus Operations. Enter the Colonial Affairs office on the lower floor. A security console (**8**) can be accessed here. Find the security footage. Activate the three different security footage files within the interface, only to find them all corrupt.

INVESTIGATE THE SECURITY FOOTAGE

NEXUS OPERATIONS

Travel from the habitation deck back to Nexus operations. Enter the Colonial Affairs office on the lower floor. A security console (**8**) can be accessed here. Find the security footage. Activate the three different security footage files within the interface, only to find them all corrupt.

SCAN SECURITY PERSONNEL IN THE OPS CENTER

SAM can identify the culprit from the scrambled security footage if you scan for human males on the Nexus and Hyperion. Start by climbing the stairs and scanning the security guard, Lieu Dutt (**9**). He's not the culprit. Head back down the stairs and scan Bart Cummings, who's standing behind Kandros near the Strike Team Missions interface. Not it.

SCAN NEXUS SECURITY TRANSFERRED TO THE HYPERION

HYPERION: HABITATION DECK

Travel back to the Hyperion habitation deck and scan the kneeling security guard (**10**) in the first room to the right. SAM reports a partial positive reading and says this is most likely your suspect.

CONFRONT DALE

Dale Atkins (**10**) reports to Kandros, so he'd have the clearance to pull off this high-level sabotage. Confront him, and he confesses and tells you to do whatever you want with him. You can choose to exile Dale with "You need to go," or turn him over to Nexus leadership by choosing "Not up to me." Either way, you earn a fair amount of AVP and XP for completing the mission.

REACTIONS

If you've visited Kadara Port, Dale name-drops Sloane during the interaction. Also, the next time you speak to Kesh, she reacts to the outcome of this mission and mentions it in an email.

MASS EFFECT ANDROMEDA

Secondary Ops

Suvi Anwar: New Discoveries

Mission Type: Allies and Relationships

Prerequisite: Must have pursued a relationship with Suvi

Start Location: Tempest

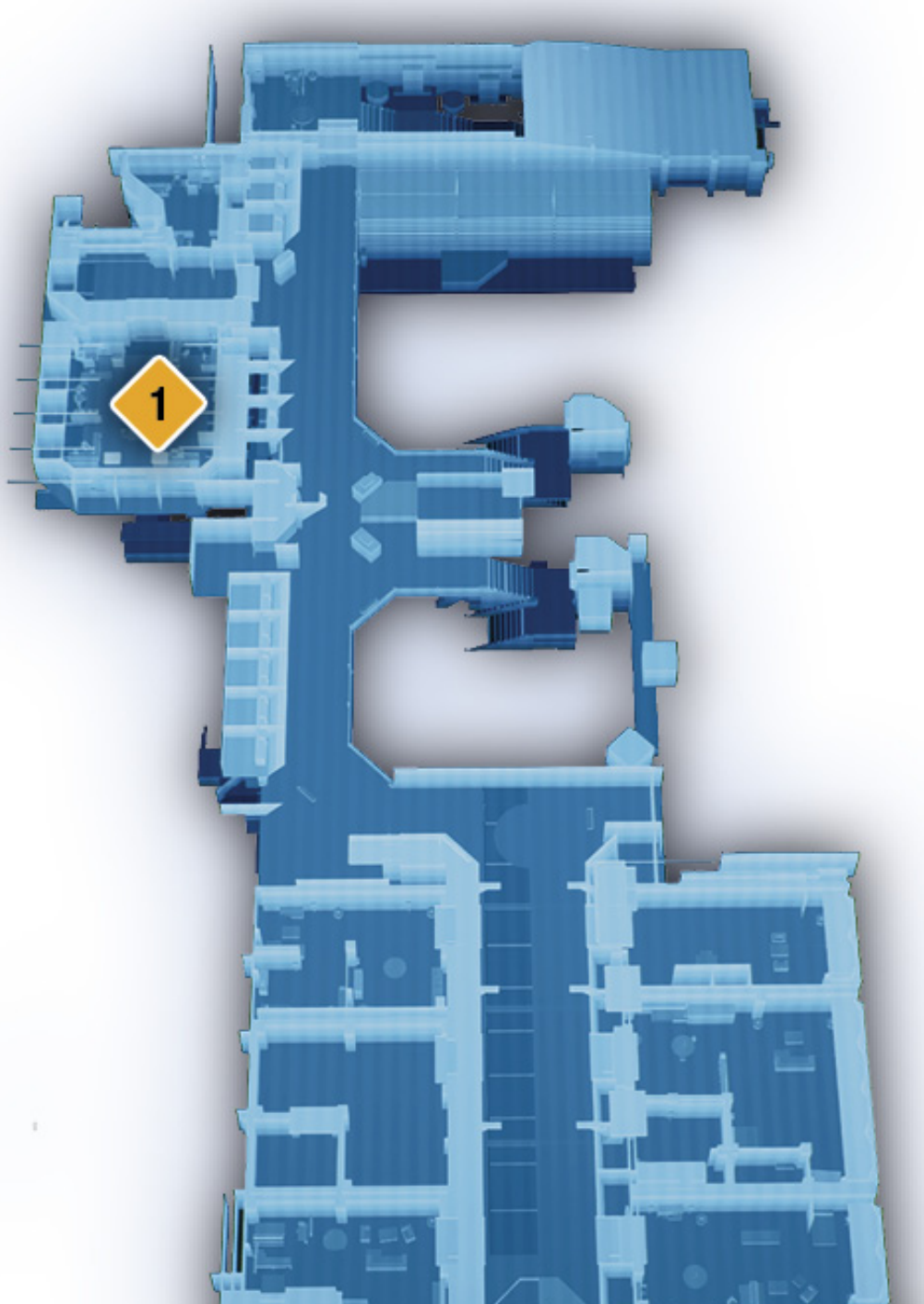
Unlocking: Read email from Suvi.

READ EMAIL FROM SUVI

TEMPEST

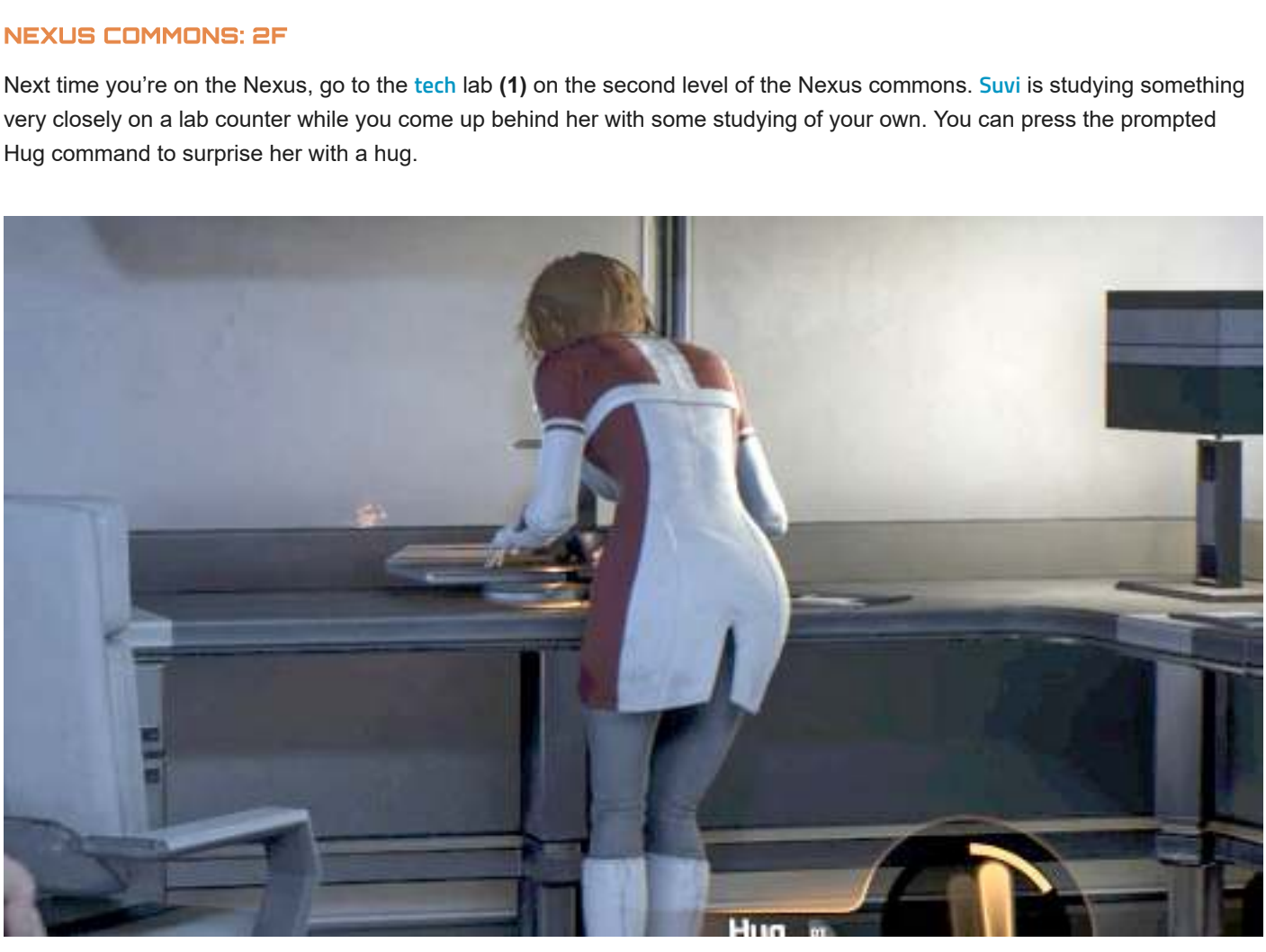
Read the email from Suvi titled “Message from Suvi.” She asks you to meet her at the tech lab on the Nexus.

MEET SUVI AT THE NEXUS TECH LAB



NEXUS COMMONS: 2F

Next time you’re on the Nexus, go to the tech lab **(1)** on the second level of the Nexus commons. Suvi is studying something very closely on a lab counter while you come up behind her with some studying of your own. You can press the prompted Hug command to surprise her with a hug.



She’s very excited about her Jardaan project and shows you her amazing discovery. Continue to choose passionate replies to take the interaction into more intimate territory, until you receive a Kiss prompt and the conversation option to be exclusive with her. If you want to be, select “I’d love to forever,” or if not, “Nothing’s forever.” How romantic.

MASS EFFECT ANDROMEDA

Secondary Ops

Taming a Desert/Making This Dust Bowl Livable

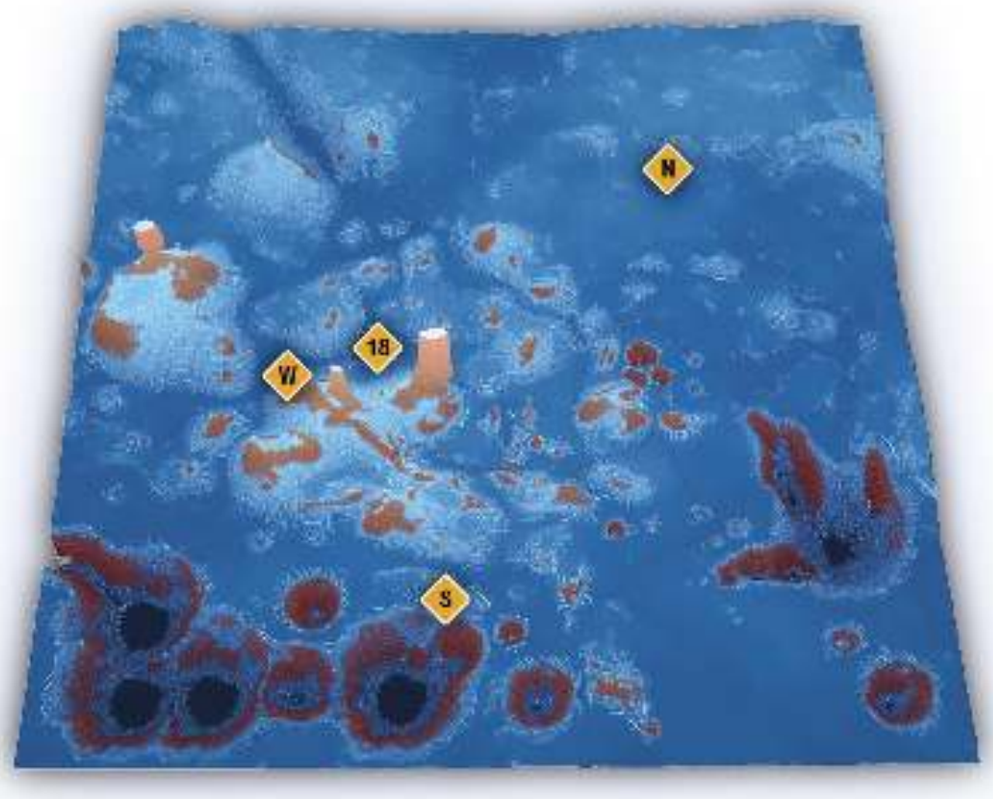
Mission Type: Heleus Assignment: Elaaden

Prerequisite: Land on Elaaden

Start Location: Elaaden

Unlocking: Approach one of three Remnant monoliths

ACTIVATE ELAADEN'S MONOLITHS



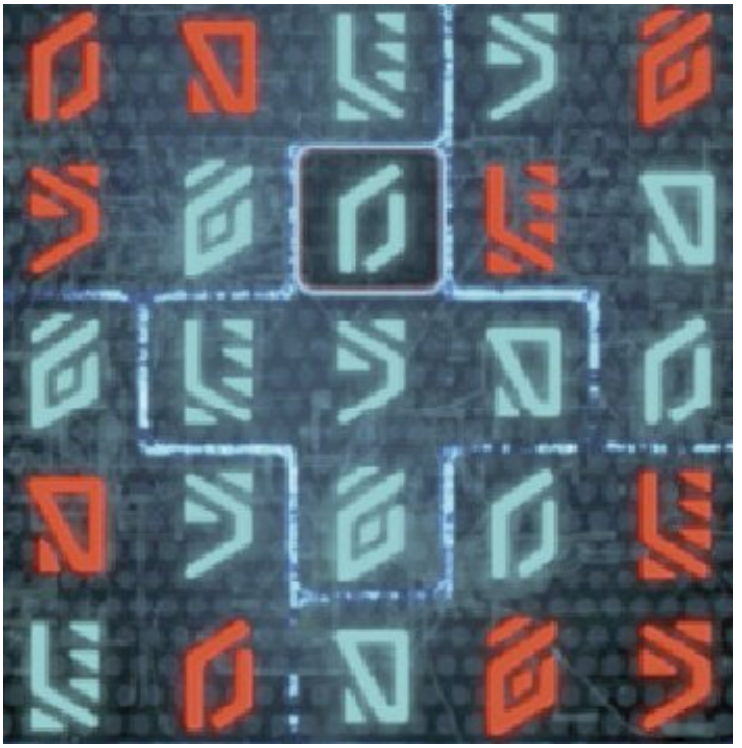
ELAADEN

The search for Elaaden's monoliths leads to another Remnant vault, which must be activated and reset to change Elaaden's climatic conditions. Each monolith challenge appears in-game under the subtitle "Making This Dust Bowl Livable." There are monoliths in the northern, western, and southern areas of Elaaden.

NORTH MONOLITH

This monolith **(N)** is in the Sea of Ataraxia. Three glyphs are required to complete the Remnant puzzle. All three are easily accessible on the tops of the Remnant pillars. Simply use the rocky terrain as stepping stones to reach the top.

Scan the **Accretion Glyph** on top of a spire **(1)**. Leap over from that spire to the top of the one adjacent **(2)** and scan the **Hydrodynamic Glyph**. Scan the **Stratospheric Glyph** on top of the lowest spire **(3)**. Interface with the Remnant console **(4)** and solve the Remnant puzzle using our shot of the solution.



WEST MONOLITH

Find this monolith **(W)** east of the westernmost forward station. When you approach, look for a Remnant console **(5)** that triggers the rising of the pillars. These pillars allow you to jump to the top of one of the lowest and farthest pillars from the center platform. Scan the **Verdurous Glyph** at the top **(6)**, then jump to the next-closest pillar on your right and scan the **Nihility Glyph(7)** at the top edge. Jump across to the nearby remaining pillar and scan the **Magnitude Glyph(8)**. Once you have all the glyphs, interact with the Remnant console in the middle of the platform to activate the monolith—no Remnant puzzle here.

SOUTH MONOLITH

The southern monolith **(S)** is in Paradise Sands, west of a nearby forward station—if it's been called down, use it for fast travel. This monolith platform contains three Remnant consoles you use to raise pillars for the jumping challenge.

This challenge can be confusing, but we'll keep it simple. Each console raises various-sized pillars on both the left and right sides of the monolith. You don't need the pillars on the left **(15)** whatsoever. Raising all three pillar sizes on the right side **(12)(13)(14)** allows you to reach all three glyph towers above.

Don't even look at the left side while using each console. Start with console **(9)**. It's important; it's the only console that raises the highest pillars in the back **(14)**.

Console **(10)** raises the lowest pillars **(12)**. You may need to activate it a couple of times in a row.

Console **(11)** raises and lowers both the mid-sized pillars **(13)** and the lowest pillars **(12)**; it's one or the other, not both up or down at the same time. Work the balance out between consoles **(10)** and **(11)** to get all three pillar groups up at the same time.

Once all three pillar groups are up, jump to the middle one **(13)** to reach the top of the right monolith tower **(16)**. Once you're on top, scan the **Semiosis Glyph**.

From the top of the Semiosis Glyph tower, you can easily jump to the top of the rightmost tower **(17)** to scan the **Synaptic Glyph**.

Now jump back to the previous glyph tower **(16)**, jump to the middle pillars **(13)**, then up to the highest pillars **(14)**. Jump to the top of the last and farthest tower to scan the **Zero Glyph**. There's no Remnant puzzle at this monolith; this challenge should have satisfied your puzzle craving.

INVESTIGATE THE VAULT'S ENTRANCE

LANGUISH

The Languish Remnant vault **(18)** is in the center of Elaaden.

ACTIVATE EMERGENCY POWER

FIVE-REMNANT CONSOLE PUZZLE

At the entrance is a somewhat confusing puzzle, consisting of five Remnant consoles, all linked to a locked door. Each of the five longitudinally lined-up consoles toggle three of the five connections to the door. Your goal is to light up all five connections. To help alleviate the confusion, see the following diagram:

This may take time and a ton of trial and error. Knowing which console toggles which three connections makes the puzzle much easier, though. Aim to get two out of five connections lit up, then look up which console potentially toggles the non-lit connections. Once you've completed the puzzle, head south, then follow the west path from the intersection to the next "segment" of the vault to complete.

SEGMENT 1: OPEN THE WESTERN PATH

This puzzle is much simpler than the previous one. Activate the two Remnant consoles with connections leading up to platforms raised to the west, which can then be used to vault up to the higher platforms (which then have connections to a central console).

Activate the two high platform consoles, then return to re-toggle the two previous ones (again). This activates the central platform, which then opens the far-west door.

Go through the door to loop around the western area. Fight through the Remnant Assemblers, then re-enter the main area from the southwest door.

REMOVE THE VAULT'S LOCKDOWN

SEGMENT 2: UNLOCK THE DOOR AND REVEAL THE BRIDGE TO THE PURIFICATION CONSOLE

Here, there's another Remnant console to interface with that opens the door to the purification console and raises a platform to the northeast you can use to get back to the central hub of the vault.

Vault onto the platform, returning to the center peninsula. From there, note the "rare"-type Remnant container protected by a force field. This is one of two chests that can be picked up during the purification escape phase. From that container, head southeast and look down (vertical-wise). Jump to walkways underneath, as well as a platform, to reach the southeast portion of the map (see the overall map provided to get your bearings).

Toggle the Remnant console to the south to reveal the bridge to the purification console room. You can finish and activate the vault now, but there's an entire optional area to explore to the northeast of the vault.

SEGMENT 3: OPTIONAL CONTENT AND REWARDS TO THE NORTHEAST

There are several Remnant enemies on the way to the eastern half of the vault, consisting of Nullifiers, Assemblers, and a deadly Destroyer guarding the northeast door. Use the various consoles to raise and lower force fields to help you fight them, but keep in mind that only the consoles marked on the map provided are vital. Once you get to the console that controls the door, toggle it, then enter for another console puzzle.

Avoid interfacing with these consoles.

This puzzle is much more manageable than the initial entrance puzzle. Simply circle the room and activate any console that is *not* accompanied by a floating “Unknown Technology” orb.

After you’ve activated all five, a sixth console appears. Toggling this final console opens a door leading west (back to the vault entrance)—although blocked by a barrier. This barrier is raised during the escape phase, explained later. You’re not done here yet, though. In the center of the puzzle room is a central raised platform with a Remnant puzzle. Solve it to gain +2 skill points. Note that it can’t be overridden with a Remnant Decryption Key. For the solution, see Remnant Decryption Puzzles in the **Game Mechanics Glossary**.

To the east of this room is another Remnant console. Interface with it to open up the door to the far east of the vault, which leads to one of the nine Remnant cores needed for “Task: Remnant Data Cores” (surrounded by several pieces of rem-tech to scan for Research Data).

ESCAPE THE PURIFICATION FIELD AND EXIT THE VAULT

ESCAPE ROUTE

Backtrack to the bridge leading to the purification console and cross it. Defeat the Remnant guarding the console and loot whatever you need to. Before you activate the console, note the correct path back to the vault entrance. See the provided map and use the red “Escape Route” path. It may seem unintuitive, but it’s the only way to obtain both containers.

ESCAPING WITH BOTH OPTIONAL CONTAINERS

1. Activate the purification consoles
2. Run north and open the **container** between the two ramps
3. Jump-jet up the east ledge, then keep going east and jump and evade forward to the platform with the large plant
4. Sprint toward the edge and, at the latest point, dash forward with an evade and mantle up onto the platform

5. Keep going east, heading to the northeast puzzle room you visited previously
6. Don’t bother with the enemies; instead use shield-restoring effects or Tactical Cloak (even better with the Speed upgrade)
7. Keep making your way up the ramps leading to the puzzle room; the purification field should still be a ways away
8. Enter the northeast room, then quickly make a break for the container to the west (leading to the vault entrance)
9. Open and loot the **container** contents, then immediately make a dash for the console directly west from it
10. Interface with the console to disable the field, then leave the vault

Interface

MASS EFFECT ANDROMEDA

Secondary Ops

Task: A Flower for Kesh

Mission Type: Additional Task

Prerequisite: Finish Drack's Loyalty Mission

Start Location: Elaaden

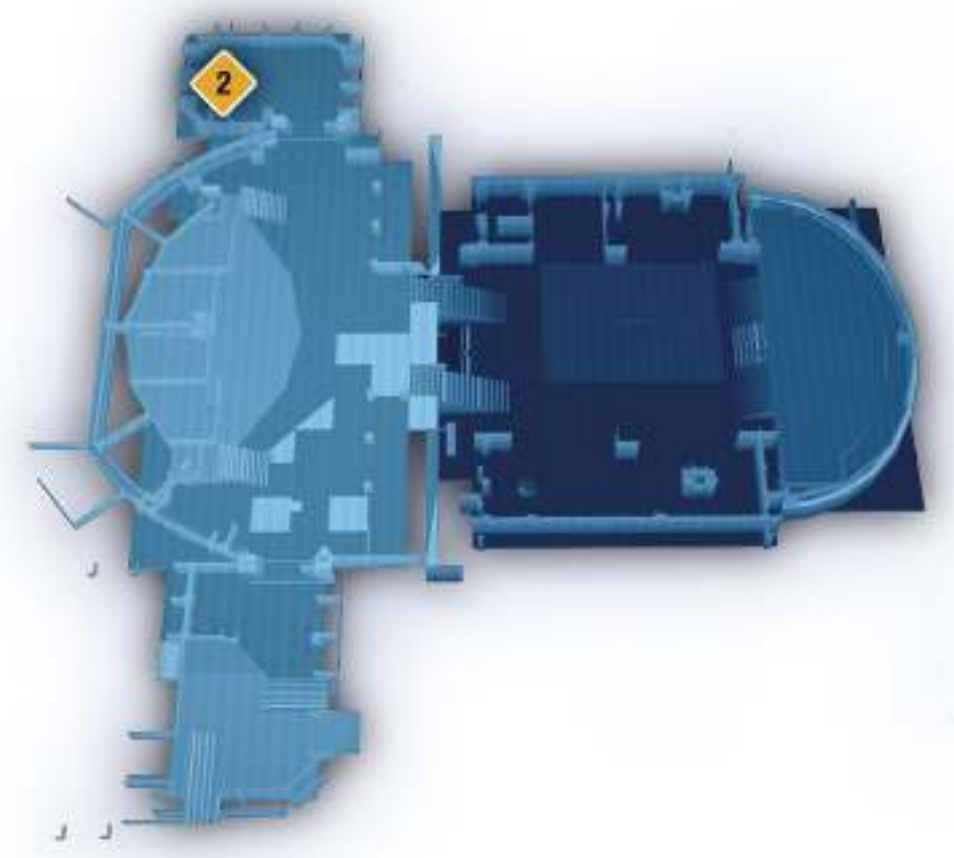
Unlocking: Speak to Vorn

TALK TO VORN

ELAADEN: NEW TUCHANKA

Head to the lower New Tuchanka colony and to the garden area **(1)** to talk to Vorn. He asks you to deliver a gift to Kesh the next time you see her. She's an old friend of his. Agree to give Kesh the special plant he's naming after her.

DELIVER THE FLOWER TO KESH



NEXUS OPERATIONS: KESH'S OFFICE

Head to Nexus operations, then Kesh's office to speak to Kesh **(2)**. If your conversations are caught up, then when you talk to her this time, you give her the flower from Vorn. She has no respect for his gardening. You can ask if she'd like you to take the flower back…or you can snap at her by defending him. The quest ends after the conversation.

MASS EFFECT ANDROMEDA

Secondary Ops

Task: An Exile Raid

Mission Type: Additional Task

Prerequisite: Mission 2, Prodromos established

Start Location: Hyperion

Unlocking: Speak to the medic in the cryobay

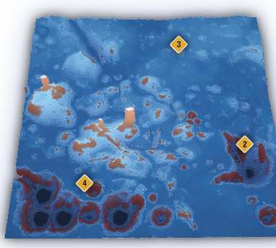
SPEAK TO MEDIC

HYPERION: CRYOBAY

After establishing Prodromos on Eos and after speaking to Director Tann, head to the medbay, not only to check on your sibling, but to speak to the medic **(1)** standing just inside the doors to the right as you enter the cryobay.

The medic is having a bad day. He says a large shipment of medical supplies intended for Prodromos was intercepted by the exiles. Tell him you'll deal with it.

FIND THREE SETS OF MEDICAL SUPPLIES



ELAADEN

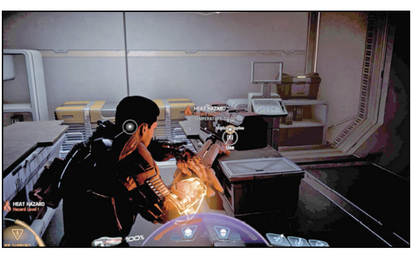
MEDICAL SUPPLIES 1

Head to the northeast side of the large pit next to where the Paradise is settled. As you approach, you spot a small outpost **(2)**. Exit the Nomad and draw your weapons; there are seven Raiders inside the building.

Defeat the Raiders and loot the place of all its containers. Enter the second-floor storage room to find the **medical supplies** the medic asked you to reclaim.

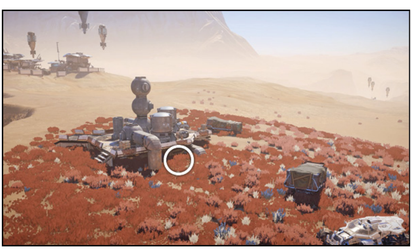
MEDICAL SUPPLIES 2

At the far northern reaches of the Sea of Ataraxia, you find a small Raider outpost **(3)** where the stolen Nexus medical supplies are located. Defeat the Raiders and Adhi at the multi-story outpost, and retrieve the **medical supplies** from the second-level storage room near a large **container** of loot. You can find some ammo and health pickups on the first level.



MEDICAL SUPPLIES 3

In Paradise Sands, attack this small outpost platform **(4)**, ridding it of all Raiders, and then take the **medical supplies** from the platform near the railing. If this is your last pickup for this quest, you earn a good amount of AVP, and Elaaden Viability is raised by +5%.



MASS EFFECT ANDROMEDA

Secondary Ops

Task: Beer Run

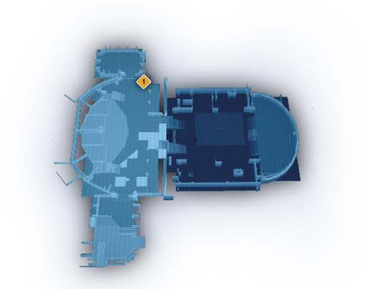
Mission Type: Additional Task

Prerequisite: Must have visited Kadara in "Hunting the Archon"

Start Location: Nexus Operations

Unlocking: Talk to Wilma near Kesh's office

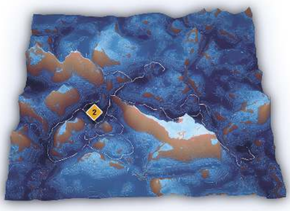
SPEAK TO WILMA



NEXUS OPERATIONS

Kesh's assistant, Wilma **(1)**, wants to surprise Kesh with some bootlegged swill from Kadara. She asked you to secure some.

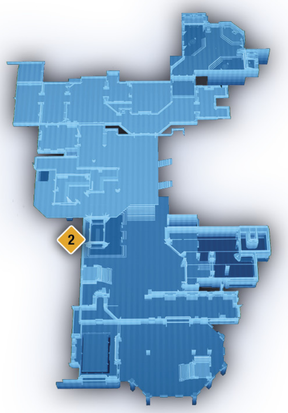
FIND THE BOOTLEGGERS' OPERATION ON KADARA



KADARA: SULFUR SPRINGS

On a peninsula, in the acid ponds, is a shuttle. Beside the shuttle is a Heleus inhabitant—a bootlegger turian peddling beer from some crates by his feet. He announces, "Fresh batch of Kadara's infamous home-brewed ale." SAM reminds you that Kesh's assistant asked you to secure some beer. That completes the quest, and you go on about your business.

KADARA PORT



Find this bootlegger's operation **(2)** in Kadara Port near the merchants. Read the **datapad** on the crates, titled "Best Booze in Universe Has Moved!" The message informs you that he got kicked out of Kadara Port, then directs you to the secret-stash spot.

MASS EFFECT ANDROMEDA

Secondary Ops

Task: Better Crafting

Mission Type: Additional Task

Prerequisite: When the Vortex is accessible

Start Location: Nexus

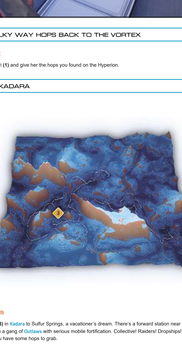
Unlocking: Speak to Anan, the female bartender at the Vortex

SPEAK TO ANAN

NEXUS: THE VORTEX

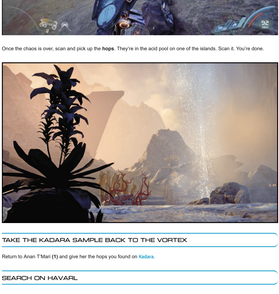
Speak to Anan T'Mari **(1)**, the female bartender behind the bar in The Vortex on the Nexus. She says her customers are complaining about the limited drinks menu and is wondering if you can help by finding some more drink ingredients—you get to test the drinks for free if you help.

SEARCH FOR SUPPLIES IN THE HYPERION ATRIUM



HYPERION: ATRIUM

Find the hops **(2)** in the small control room you reach just after the tram entry stairs and the stairs leading into the atrium. As soon as you enter this room, pivot to the right and find the **hops** in a box on the floor. Scan it.

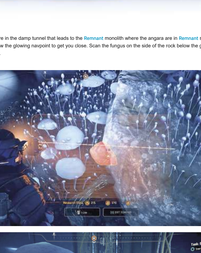


TAKE THE MILKY WAY HOPS BACK TO THE VORTEX

NEXUS: VORTEX

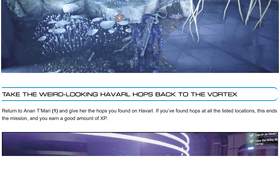
Return to Anan T'Mari **(1)** and give her the hops you found on the Hyperion.

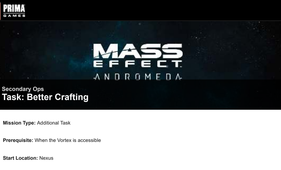
SEARCH ON KADARA



SULFUR SPRINGS

Follow the navpoint **(3)** in Kadara to Sulfur Springs, a vacationer's dream. There's a forward station near the hops you're looking for, along with a gang of Outlaws with serious mobile fortification. Collective! Raiders! Dropships! Take care of these impossible odds—you have some hops to grab.





Once the chaos is over, scan and pick up the **hops**. They're in the acid pool on one of the islands. Scan it. You're done.

TAKE THE KADARA SAMPLE BACK TO THE VORTEX

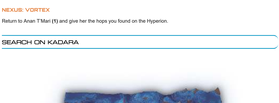
Return to Anan T'Mari **(1)** and give her the hops you found on Kadara.

SEARCH ON HAVARL

The hops here are in the damp tunnel that leads to the Remnant monolith where the angara are in Remnant stasis. Select this mission and follow the glowing navpoint to get you close. Scan the fungus on the side of the rock below the glowing plants to secure the **hops**.

TAKE THE WEIRD-LOOKING HAVARL HOPS BACK TO THE VORTEX

Return to Anan T'Mari **(1)** and give her the hops you found on Havarl. If you've found hops at all the listed locations, this ends the mission, and you earn a good amount of XP.



MASS EFFECT ANDROMEDA

Secondary Ops

Task: Boosting the Signal

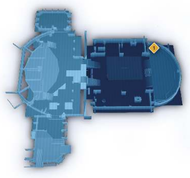
Mission Type: Additional Task

Prerequisite: Mission 2

Start Location: Nexus Operations

Unlocking: Speak to Davis Gar in Nexus operations

SPEAK TO DAVIS GAR



NEXUS OPERATIONS

Talk to Davis Gar (**1**), who's working in Addison's office in operations. Davis is a reporter for Helios News Service. He asks for your help since your job takes you to many planets, especially those that aren't set up for broadcasts. . .yet.

He asks you to place receivers on certain planets; it'll help get the news out to the most far-flung colonists. Accept the job.

Davis Gar: I need someone to cover remotely and keep us up-to-date. We only have a few colonies on Eos right now, and I'm
Skip
Talk

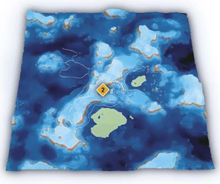
SETTLE NEW WORLDS

Before you can place a receiver on a planet, you must first establish an outpost on that planet. Place an outpost on each planet to complete this quest.

EOS

PLACE A RECEIVER ON EOS

EOS

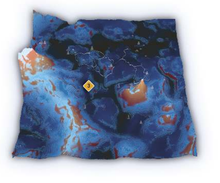


Once Eos is habitationat (40% Viability), drive to the high mountaintop indicated on our map. Look for a cargo supply drop. Inspect it closer for the Receiver Activate prompt. Execute the prompt to raise the receiver (**2**). Inspect the base of the tower on the ladder side to find the Nexus News Signal. Listen to the newscast for kicks.

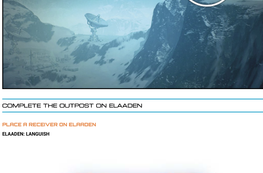
COMPLETE THE OUTPOST ON VOELD

PLACE A RECEIVER ON VOELD

VOELD



Complete the quest "Settling Voeld" by solving the Remnant vault challenge and by clearing the kett mountain base during the quest "Remove the Horn." The receiver (**2**) is built on the top of a mountain overlooking the Voeld settlement. It's possible you may have to fight an Ancient Eimoh for that location.



COMPLETE THE OUTPOST ON ELAADEN

PLACE A RECEIVER ON ELAADEN

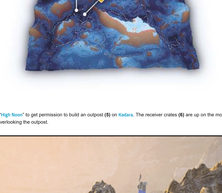
ELAADEN: LANGURSH

To place a receiver on Elaaden, give Morda the drive core during "Search for the Stolen Remnant Drive Core" and then create an outpost nearby. Head to the Langush navpoint (**4**) near the outpost in New Tuchanka. Drive up the steep mountain here and activate the receiver at the supply crates on the top of the mountain.

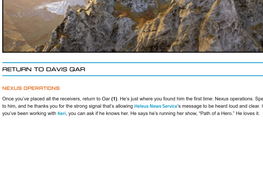
COMPLETE THE OUTPOST ON KADARA

PLACE A RECEIVER ON KADARA

KADARA



Complete "High Noon" to get permission to build an outpost (**5**) on Kadara. The receiver crates (**6**) are up on the mountain to the east, overlooking the outpost.



RETURN TO DAVIS GAR

NEXUS OPERATIONS

Once you've placed all the receivers, return to Our (**1**). He's just where you found him the first time: Nexus operations. Speak to him, and he thanks you for the strong signal that's allowing Helios News Service's message to be heard loud and clear. If you've been working with Keri, you can ask if he knows her. He says he's running her show, "Path of a Hero." He loves it.

MASS EFFECT ANDROMEDA

Secondary Ops
Task: Broken Family

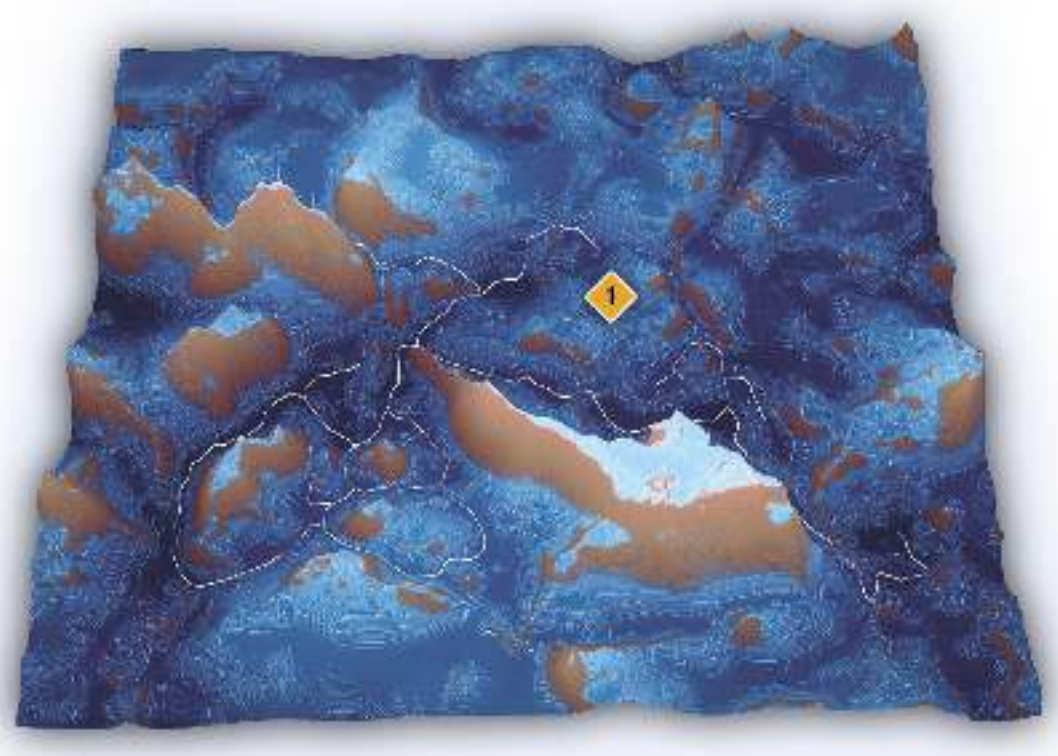
Mission Type: Additional Task

Prerequisite: Must have interrogated Vehn Terev in “Hunting the Archon”

Start Location: Kadara

Unlocking: Talk to the refugee

SPEAK TO THE ASARI REFUGEE



KADARA: HAARFEL

When you happen upon this hut **(1)** in the hills of Haarfel, you find the refugee on the porch. She explains that everyone here was banished from the Nexus and now lives off the grid, refugees on a world of exiles.

The asari refugee hasn’t spoken to her mother since she was banished. There’s a possibility the signal from her communications equipment could reach the Nexus, but it’s broken. Consider repairing the equipment for her.

SCAN THE BROKEN COMMUNICATIONS EQUIPMENT

Inside the hut, scan the **communications terminal** on the desk near the gated window.

Now get on top of the house and scan the **communications array**.

Secondary Ops
Task: Broken Wires

Mission Type: Additional Task

Prerequisite: Mission 2, Nexus Phase 2

Start Location: Nexus

Unlocking: Speak to Shapiro in hydroponics any time after Nexus Phase 2

SPEAK TO SHAPIRO

NEXUS: HYDROPONICS

Talk to Shapiro **(1)**, who's standing next to a terrarium on the upper level of the Nexus in hydroponics. He tells you there are obvious short circuits cropping up all over the place, and he could use a Pathfinder's keen eye on the situation.

SCAN THE TERRARIUM

The terrarium Shapiro is standing next to is scannable. Scan it with your omni-tool.

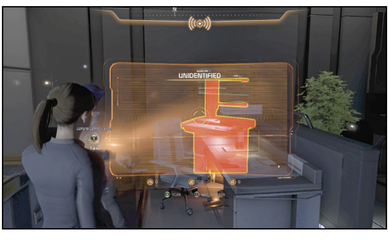
INVESTIGATE POINTS OF FAILURE IN THE COMMONS

NEXUS: TECH LAB

Head to the tech lab **(2)** on the upper level of the Nexus docking bay. As you enter, scan the station's left wall. You discover a **short circuit** in the damaged equipment. No need to try to fix it yourself; just scan it.

NEXUS: CULTURAL CENTER

Exit the tech lab and then enter the top-floor door of the cultural center. Behind the main desk in the top left corner of the room, find another **short-circuited machine(3)**. It appears someone tried to gain access to the base of the machine, but no data was extracted. Now take the tram to Nexus operations.



INVESTIGATE POINTS OF FAILURE IN OPERATIONS

NEXUS OPERATIONS

Find the final **short circuit** in Addison's office. The damage is in a console **(4)** near where the scientists were standing in the beginning of the game.

NEXUS: KESH'S OFFICE

Enter Kesh's office **(5)** and head to the opposite wall from the entryway to spot an interaction prompt that reads, "Creature." Examine it to find the rodent responsible for all the broken wires. Use your omni-tool to scan behind the equipment to find the huge Miniature Pallard—an addition to your wildlife scans. You can choose to capture it or kill it. Either way, the mission is completed once you select an outcome. You earn a large amount of XP.

MASS EFFECT ANDROMEDA

Secondary Ops

Task: Cache Flow

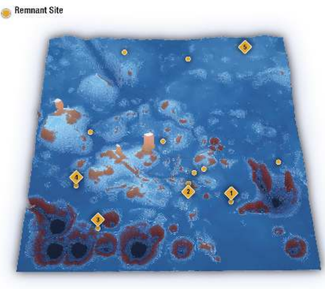
Mission Type: Additional Task

Prerequisite: Unlock Elaaden

Start Location: Elaaden

Unlocking: Scan a Remnant device

LOCATE DATA CACHES



ELAADEN

SAM extracts an entrance code for an intriguing Remnant vault after you successfully find and scan four Remnant data caches. The particular Remnant sites where these data caches spawn are static; however, the data caches themselves spawn randomly at some of these sites.

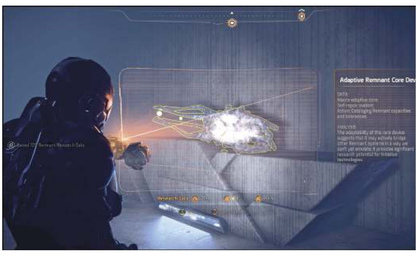
To beat the randomness, we've marked our map with the locations of all possible static Remnant sites. We've also numbered four of them where we found the caches: **(1)**, **(2)**, **(3)**, **(4)**. Keep in mind that these data caches spawn at Remnant sites, which are always guarded by Remnant. Look for a magnifying-glass icon over the caches. They're scannable and identified as "Remnant Data Cache."

ENTER THE REMNANT FACILITY

Once you've scanned four of the data caches, SAM gets a lock on the vault location. Follow the navpoint **(5)** to the northeast desert to find the hidden Remnant vault. Take the Gravity Well down to reach it.

ACQUIRE THE REMNANT DATA

Run through the vault, killing Raiders, Adhi, Pariahs, Anarchists, and two Destroyers. Get them all out of the way so you can reach the farthest chamber.



Once you make it to the back chamber, follow the navpoint to the prize: two **Adaptive** Remnant **Core Devices** sitting on Remnant shelves. Make sure to scan both and to empty the nearby **container** of its loot.

When you find the Remnant puzzle-locked **container** on your way in (or out), use our shot of the solved puzzle to help you get in.

Secondary Ops

Task: Catch and Release

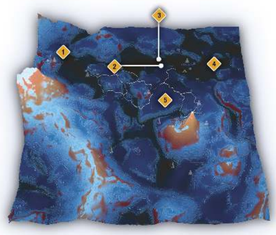
Mission Type: Additional Task

Prerequisite: Complete "Return to the Tempest" after visiting Aya in "A Trail of Hope"

Start Location: Voeld

Unlocking: Scan an angaran body with a kett tracking chip implant

SCAN THE ANGARAN BODIES



VOELD: NEAR THE SOUTH REMNANT MONOLITH

Scan four dead angaran bodies. They appear randomly at a few of many static kett ship crash sites. Defeat the enemies around each site and scan the area closely for angaran bodies. These bodies, when scanned, are revealed to contain kett implants that track the movement of the angara. You only find one angara at each site, so you have to visit multiple kett sites to find all the angara.

ANGARAN BODY 1

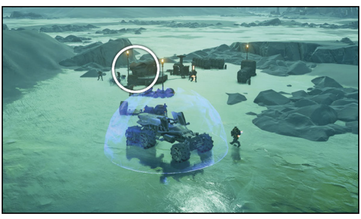
The first angaran body is often found at the crash site **(1)** in the ravine not far fromthe angaran Resistance base.

ANGARAN BODY 2

This kett camp, the dig site and the side of a hill, usually features a kett battle and a dead angaran to scan **(2)**.

ANGARAN BODY 3

This scene near the dig site usually involves a battle and a dead angaran **(3)**.



ANGARAN BODY 4

Defeat the kett on the ground and those arriving in a dropship when you reach this smoking ship crash **(4)** in the east. There's usually an angaran body at this one.

NO BODIES? KEEP DRIVING

The angaran bodies are placed randomly at the kett sites. If you don't find them at the sites we've listed, keep driving up and down the north river (west to south and back again). There are so many Remnant, kett, and ship crashes that you'll eventually find them all on this strip.

ENTER THE TRACKING SIGNAL'S LOCATION

SAM reverses the slave tracking signals to locate their source. Follow the navpoint **(5)** to a cave east of Techlix.

ELIMINATE THE KETT

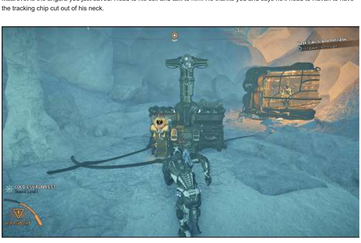
Defeat the many Wraiths, the Anointed, and the Chosen.

CUT POWER TO THE CAGE

Once the enemy is clear, cut the power to the cage holding the angara inside the cave.

TALK TO MAAREVET

Maarevet is the angara you just saved. Head to his cell and talk to him. He thanks you and says he'll head to Havarl to have the tracking chip cut out of his neck.



MASS EFFECT ANDROMEDA

Secondary Ops

Task: Clearing the Air

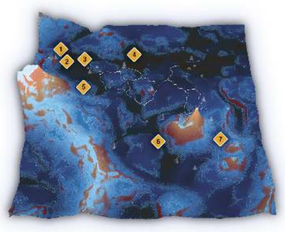
Mission Type: Additional Task

Prerequisite: Mission 2, must have traveled to Aya

Start Location: Voeld

Unlocking: Hack one of the randomly spawned consoles

HACK THE THREE KETT TERMINALS



VOELD

Kett terminals appear at small campsite-type outposts that are usually abandoned. A kett terminal can be seen from a distance, marked with a hand icon above it. Hack three of these consoles to unlock the next objective: **(1)**, **(2)**, **(3)**.

The consoles you can hack spawn randomly at any number of static kett campsites. If you don't find them at the locations we've listed, keep searching the similar sites around Voeld. You can often find them at the following kett sites: **(1)**, **(2)**, **(3)**, **(5)**, **(6)**, (7).

CONSOLE 1

This is the first site **(1)** you reach as you leave the angaran Resistance base.

CONSOLE 2

Many times, random spawns happen at consecutive sites visited. This one **(2)** is the next-closest location.

CONSOLE 3

There's a good chance the third console spawns at this kett site **(3)**. On the third hack, you receive the navpoint to the control center, which is the north holding site **(4)**.

APPROACH THE CONTROL CENTER

SAM assembles the passcode required to access the kett shuttle control center. Gain entry and shut the control center down to keep kett shuttles out of the air. Jump into the empty prison office through the window to follow the navpoint.

USE THE PASSCODE ON THE DOOR

Approach the navpoint on the wall, and use the passcode on the ornate console. This triggers a kett ambush.

DEFEAT THE KETT AMBUSH

The door on the opposite side of the room opens, allowing a dropship-load of kett inside, including Destined, Anointed, and Chosen. Hold down the house, or go play with them outside. Just take care of business.

UNLOCK THE DOOR

After defeating the final enemy, re-enter the same building and use the console again. This opens the door and reveals the communications console.

SHUT DOWN THE CONTROL CONSOLE

Enter the back room and use the console to shut down communications, forcing kett shuttles out of the air. This completes the quest. You earn a small amount of AVP and Voeld Viability +2%.

MASS EFFECT ANDROMEDA

Secondary Ops

Task: Cold Hard Cache

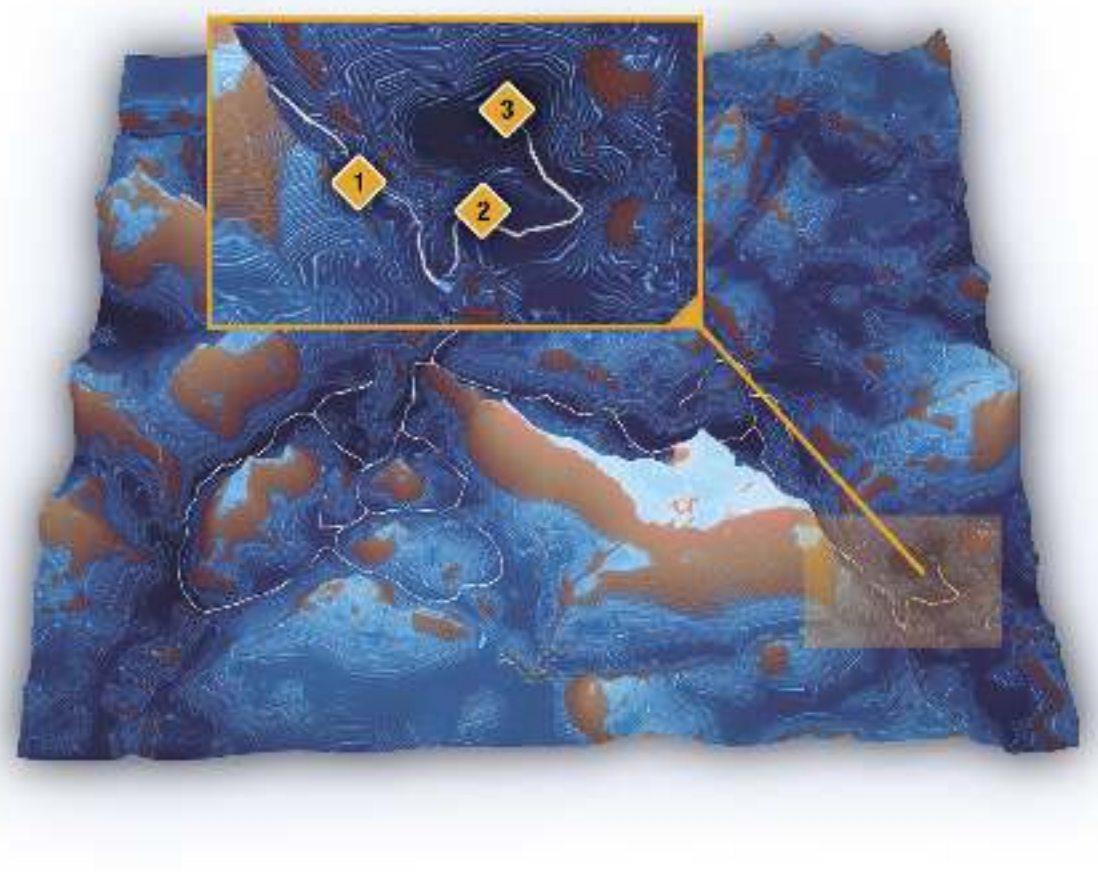
Mission Type: Additional Task

Prerequisite: Must have interrogated Vehn Terev in “Hunting the Archon”

Start Location: Kadara

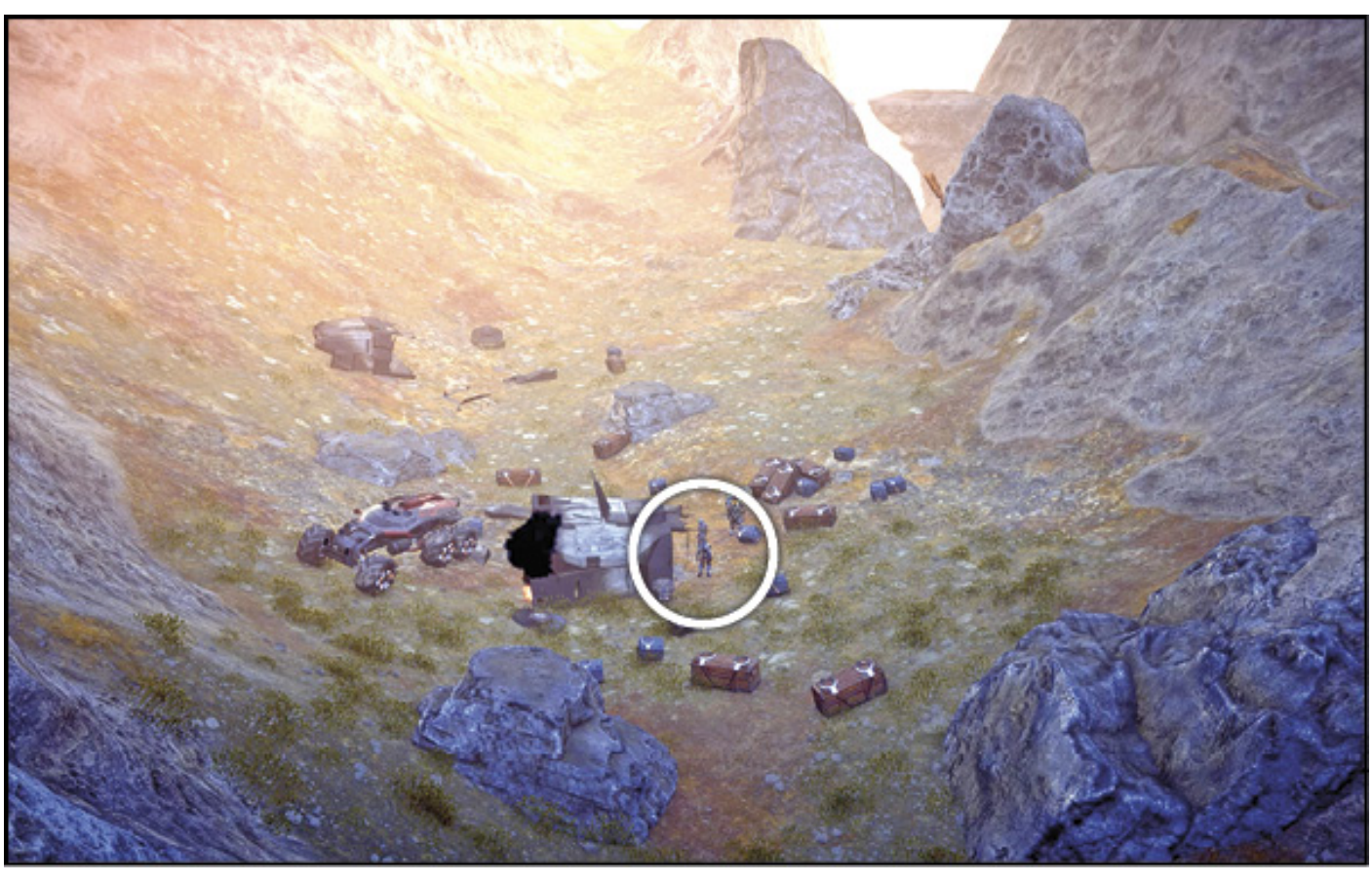
Unlocking: Approach the target area

SCAN THE WEAPONS CACHES



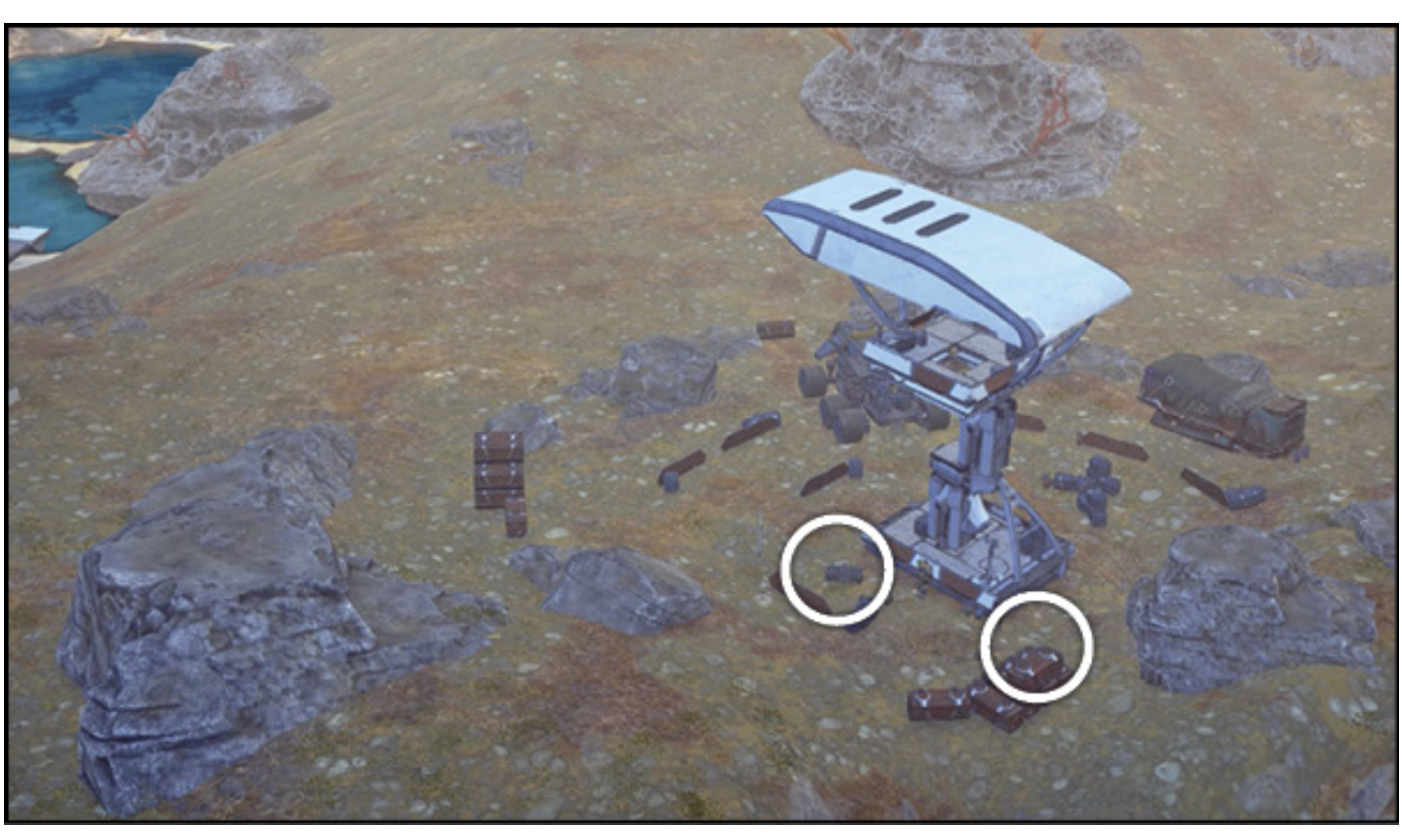
KADARA

Find the wrecked shuttle just south of the Spirit’s Ledge Forward Station. Scan the weapons **cache** crate **(1)** beside the shuttle.



TRAVEL TO THE NAVPOINT

Follow the same road southward and then continue north around the bend to find a camp with a sniper tower **(2)**. Scan the weapons **cache** and pick up the **datapad** from the edge of the crate. It’s a shipping notice.



SEARCH THE MESSAGE SOURCE

Follow the next navpoint **(3)** to the last outpost at the end of the Spirit’s Ledge road. As soon as you approach, you enter battle with the Outlaws.

DEFEAT THE OUTLAWS

When you reach this outpost **(4)**, you have located the weapons caches. Quickly rush the post and get to the top of the helipad.

PREVENT THE SHUTTLE FROM LEAVING KADARA

While fighting through the enemy’s front line to reach the shuttle platform, look near the shuttle for the row of explosives. Shoot the explosives to destroy the shuttle. Defeat the Hydra and the remaining enemies to complete this quest.

MASS EFFECT ANDROMEDA

Secondary Ops

Task: Comparatively Alien

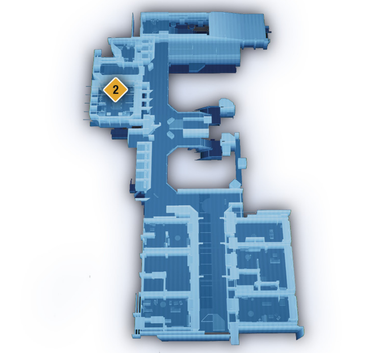
Mission Type: Additional Task

Prerequisite: Unlock the Tempest

Start Location: Nexus Operations or tech lab

Unlocking: Speak to Professor Herik

SPEAK TO PROFESSOR HERIK



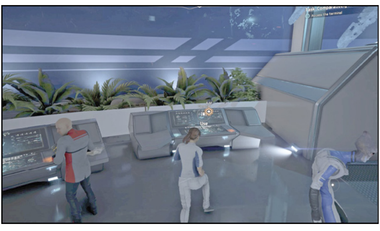
NEXUS OPERATIONS OR TECH LAB

Initially, all the scientists are together in operations on the rear deck (**1**). When the commons opens, the scientists move to the tech lab (**2**). Speak to the scientists to open a collection task from each.

You may need to speak to Professor Herik twice in a row to open the collection mission "Comparatively Alien." The first time you talk to him completes an objective in "Getting to Know the Nexus," as he's someone to get to know. Talking to him a second time (about wildlife scans) unlocks his collection task, in which you're to scan 10 Andromeda wildlife specimens.

ACCESS THE TERMINAL

After speaking to each scientist, you must also access a terminal (**1**) to confirm the scientists' quests (because there's not enough paperwork in Heleus). There's a terminal located in operations and a second one in the tech lab, so no matter where you find the scientists, you can immediately use a terminal to initiate their tasks. In this case, accept the task (to scan wildlife) by selecting "Final Proposal: Prof. N. Herik, et al."



SCAN 10 ANDROMEDA WILDLIFE SPECIES

This mission usually spans a greater part of your travels. If you scan every wildlife critter you can, you'll have this quest done quickly.

EOS

- Wildlife: Spitbug, Remnant Creeper (only around Remnant stuff), Kaerkyn, Shemrys, Challyrion, Eiroch, Ancient Eiroch, Taurg

HAVARL

- Wildlife: Remnant Creeper, Drall, Shemrys, Challyrion, Eiroch, Ancient Eiroch, Galorn, Rylkor, Wild Adhi, Manta

VOELD

- Wildlife: Remnant Creeper, Challyrion, Eiroch, Ancient Eiroch, Galorn, Wild Adhi

KADARA

- Wildlife: Remnant Creeper, Drall, Kaerkyn, Shemrys, Ancient Eiroch, Taurg, Wild Adhi

ELARADEN

- Wildlife: Spitbug, Remnant Creeper, Kaerkyn, Eiroch, Ancient Eiroch, Taurg, Wild Adhi

SPEAK WITH PROFESSOR HERIK

NEXUS COMMONS: 2F

At the tech lab in the Nexus commons (second floor), talk to Professor Herik to let him know you got all the wildlife scans. You earn credits and a large amount of XP!

MASS EFFECT ANDROMEDA

Secondary Ops

Task: Cultivation

Mission Type: Additional Task

Prerequisite: Mission 2, Nexus Phase 2

Start Location: Nexus

Unlocking: Speak to Dr. Camden at Nexus hydroponics

SPEAK TO DR. CAMDEN

NEXUS: HYDROPONICS

Speak to Dr. Camden **(1)**, who's standing near the tree just outside the Vortex in Nexus hydroponics. He's a rude man who snaps at you for creating an unbalance in the air-breathers-to-air-mix ratio on the Nexus. During the conversation, he asks if you could help him by bringing him samples of Andromeda's plant life. He adds that payment and his thanks would be included.

COLLECT 10 PLANT SAMPLES

EOS

NEOLECTA RIFTIA

You're tasked to find 10 plant samples and to search near the suggested navpoints for appropriate specimens to harvest. You can find Heleus flora **(2)** classified as Neolecta Riftia (an edible plant) near some rocks on the southeast side of the lake, near Site 2: Resilience.

HAVARL: CENTRAL WILDS

LACTARIUS ASSEFA

This plant **(3)** can be difficult to locate using the navpoint, especially if you don't know what you're looking for. It's on a hill near a tree. Look for the mushroom in our shot; another giveaway is the nickel mineral right next to it. Scan it. Pick it up.

SARGANIA FRUCTANIS

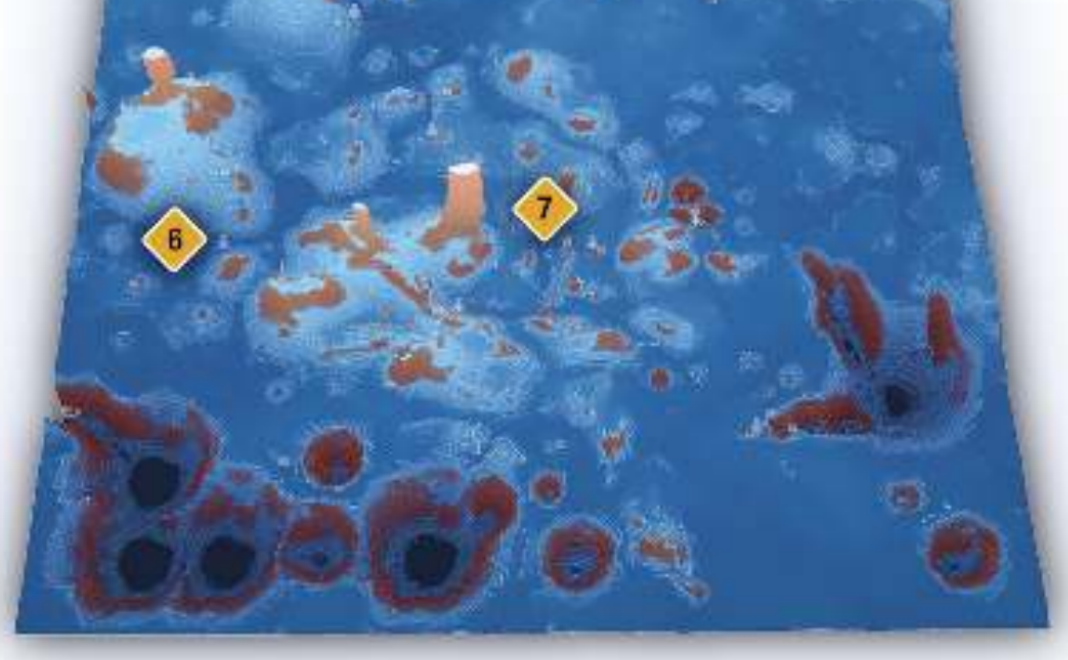
Scan the Sargania Fructanis **(4)**, and don't forget to pick it up. It's found at the top of a hill in a nook created by three adjoined city walls.

VOELD

CARDACHA CTHONIS

Find this new plant specimen in the vegetation cave in the back of Techiix. Scan the Cardacha Cthonis **(5)** and pick it up.

ELAADEN



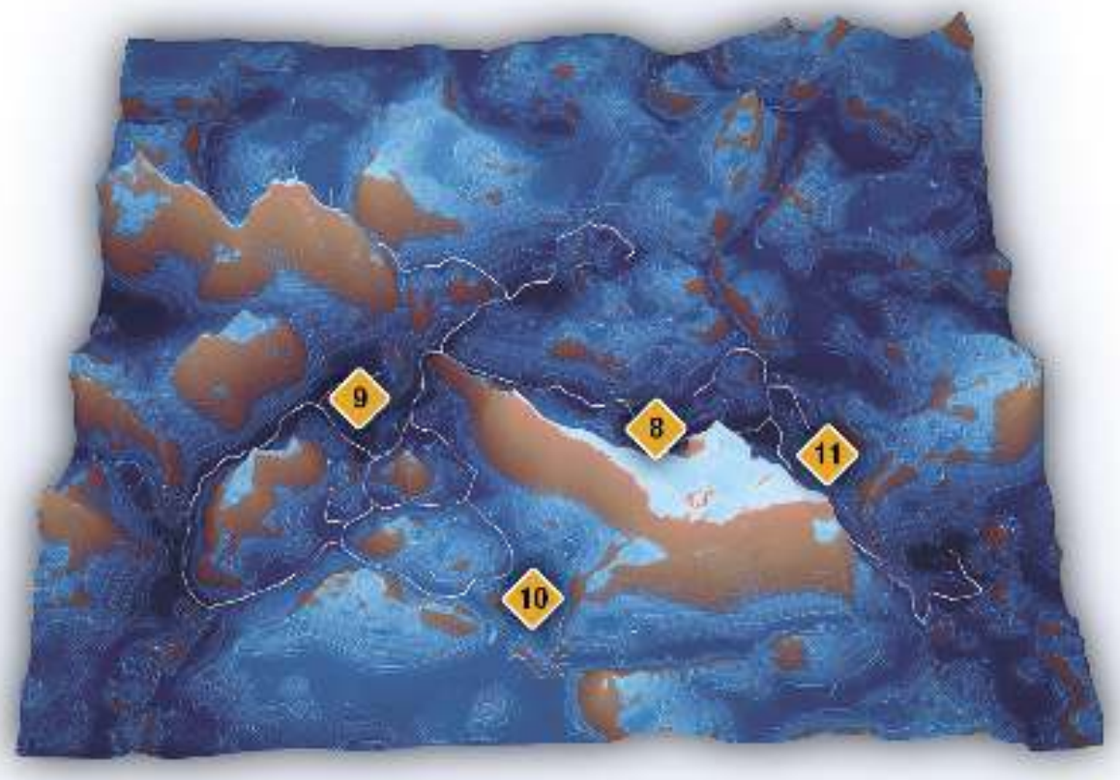
LAGENARIA

Find the Lagenaria **(6)** in a little oasis with an outpost building in the shade. The target plant looks like a large onion and is next to a boulder, under a tree on the edge of the oasis. If you venture into the building, there's an "Update" **datapad** in the outpost that mentions Isabel Halsey from the quest "The Rebel." In case you haven't found her, this is another lead.

AMANITA JATANUM

Find and scan this Amanita Jatanum **(7)** in the same cave where you find a **memory trigger**. Battle the Fiends and Eiroch inside to get to this plant.

KADARA



RHAUM TAELKARUM

Find the Rhaum Taelkarum **(8)** in the acid pools just outside the warden's office in the slums. You're there during "Counting Bodies." It's on an island near one of the sunken, quickly deteriorating dead bodies.

NEREOCYSTIS HAMONIA

Find the Nereocystis Hamonia **(9)** on the far side of the acid pool from where the future Initiative outpost will be settled in Sulfur Springs.

DIPLAZIUM DIZONE

Find the Diplazium Dizone **(10)** in Draullir near a rock formation on a hill.

RUBERIA MAJORA

Find the Ruberia Majora **(11)** on one of the hard-surface areas of the shallow acid pool.

RETURN TO DR. CAMDEN AT NEXUS HYDROPONICS

NEXUS: HYDROPONICS

Once you've collected 10 of the plants from the locations we've mapped, head to the Nexus commons and speak to Dr. Camden **(1)** in hydroponics. You earn a good amount of XP by completing this quest.

MASS EFFECT ANDROMEDA

Secondary Ops

Task: Data Trail

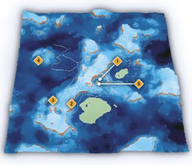
Mission Type: Additional Task

Prerequisite: After Mission 3, radiation must be cleared

Start Location: Eos

Unlocking: Discover and scan the Remnant data core

LOCATE THE REMNANT CORES



EOS

SAM extracts a navpoint once three Remnant cores are located. Following it may provide insight on the kett's plans for the Remnant. The Remnant data core nodes appear at random kett site locations (on Eos). This is where we found them most consistently:

1: NORTH OF PRODROMOS

This data core (**1**) may be located north of Prodromos and very close to a forward station.

2: SHEARTOP

Find this Remnant core (**2**) on a hill overlooking the lake with the Remnant monolith. Fight the kett in this camp to reach the prize.

3: SAINTOOTH PLATEAU

Find a Remnant core (**3**) at this remote kett drilling site. If you don't find the cores at these sites, check the many other kett sites on Eos. If you're having bad luck in your search, use a forward station or leave the planet and come back.

FOLLOW THE NAVPOINT

BLACKROCK TRADE

After locating three Remnant data cores, follow the data trail up into the hills west of the Blackrock Tande Forward Station to find this inconspicuous vault (**4**) dug into the ground.

ENTER THE REMNANT INSTALLATION

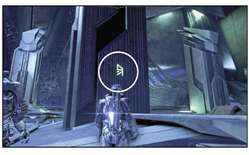
REMNANT VAULT

INTERVAL GLYPH SCAN

Enter the vault and take the Gravity Well down into the depths. On the main platform in the Gravity Well room is a **container** with Remnant writing. This is a Remnant Decryption Puzzle. You need to find and scan some glyphs to solve it. Find the **Interval Glyph** on the wall behind the mysterious container.

THERMODYNAMIC GLYPH SCAN

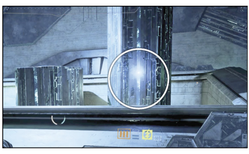
The second glyph is on the side of the large pillar on the opposite side of the Gravity Well from the platform. This is the **Thermodynamic Glyph**. Scan it and head through the long hallway, defeating the kett along the way to the next chamber.



ELIMINATE THE KETT

SEMIOSIS GLYPH SCAN

Open the door at the end of the hallway and defeat the kett in the second chamber. There are two large pits with pillars sticking out of them. When the kett are dead, walk around to the other side of the first pillar pit, face the entry, and point to your right. That's the pillar with the **Semiosis Glyph**. Exit this chamber through the door at the low end.



INVESTIGATE THE CONSOLE

Scan the **Adaptive** Remnant **Core Device** in the middle of the next chamber. Head into the little nook to the left of the core device and interface with the Remnant console. SAM says the console contains vital data on Eos wildlife.

KINETIC GLYPH SCAN

Before you leave this back chamber, scan the **Kinetic Glyph** located on the wall left of the exit. That's the last one needed to open the container in the Gravity Well chamber.

Use our shot to solve the Remnant Decryption Puzzle locking you out of the container, then collect your high-value booty.

DELIVER THE DATA TO PRODROMOS

Head to Prodromos (**5**) and enter the building closest to the parked Tempest. Access the terminal inside against the left wall and confirm the 'Request: Information on Eos' message to Bradley from Addison to complete the mission and earn 530 XP.

Secondary Ops

Task: Drone Recovery

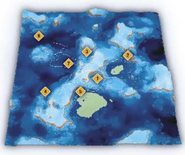
Mission Type: Additional Tasks

Prerequisite: Clear radiation after Aya, Mission 3

Start Location: Eos

Unlocking: Interact with the terminal outside a building next to Jacob Mittney in Prodromos

ACTIVATE MESSAGE TERMINAL



EOS: PRODROMOS

Read the "Lost Drones" message on the terminal **(1)** near the stairs of the building close to the Tempest in Prodromos. Eos' hostile environment caused a lot of drones to malfunction. Location coordinates are included. Mark them with a beacon for recovery.

SITE 1: PROMISE DRONE

Find a malfunctioning drone **(2)** on a cliff side northeast of Site 1: Promise. Scan it, then walk up the hill, approach the drone from the engine side, and interact with the Place Beacon prompt to build a beacon so the drone can be located and recovered later.

FIND THE FIVE REMAINING MALFUNCTIONING DRONES

There are six total crashed drones around Eos. Find them and place beacons to mark them. There are five others to find.

KETT BASE DRONE

This drone **(3)** is on cliff top near the kett facility. Scan it and interact with the Place Beacon prompt to complete this site's objective.

PRESSON DUNES DRONE

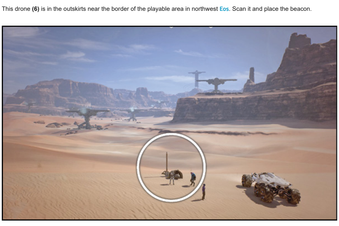
This drone **(4)** is on the flatlands in Presson Dunes near a cliff and a crashed kett ship where a "Task: Watchers" surveillance device is also located. Look for the smoke from the kett ship and head toward the nearby cliff to find the location of this drone. Scan it and place the beacon for recovery.

OUTLAND SPIRE DRONE

This drone **(5)** is nestled in between some shoreline rocks on the north side of the lake. Scan it and interact with the prompt to place the beacon.

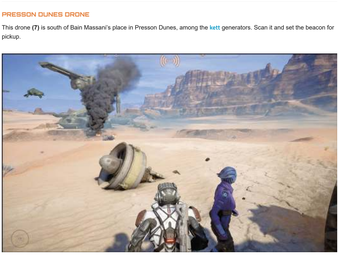
PRESSON DUNES DRONE

This drone **(6)** is in the outskirts near the border of the playable area in northwest Eos. Scan it and place the beacon.



PRESSON DUNES DRONE

This drone **(7)** is south of Bain Massani's place in Presson Dunes, among the kett generators. Scan it and set the beacon for pickup.



MASS EFFECT ANDROMEDA

Secondary Ops

Task: Getting to Know the Nexus

Mission Type: Additional Task

Prerequisite: Speak to Director Tann about settling Eos during Mission 1 Priority Ops “Nexus Reunion”

Start Location: Nexus Operations

Unlocking: Speak to Director Tann about going to settle Eos

SPEAK WITH DIRECTOR TANN

NEXUS OPERATIONS

This mission is about exploring the Nexus and getting to know everyone. If you’ve talked to some of the characters already, you’re not directed to talk to them again—after speaking to Tann **(1)** a second time. It’s even possible to compete this mission the moment it’s accepted, if you’ve already talked to everyone listed: Kesh, Kandros, Addison, and the scientists (Herik, Aridana, and Lucan).

MISSING ARKS

Speaking with Tann now opens the Allies and Relationships quest “Missing Arks.”

SPEAK WITH KESH

Find and speak to Nakmor Kesh **(2)** in her office opposite the Pathfinder HQ on the same level of the Nexus.

SPEAK WITH ADDISON

Find and speak to Foster Addison **(3)** on the top deck of Colonial Affairs.

SPEAK WITH KANDROS

Find and speak to Tiran Kandros **(4)** in the militia office, near the Strike Team Missions interface.

SPEAK WITH THE SCIENTISTS

Speak to Professor Kerik **(5)** on the opposite side of the Nexus. Speaking to him strikes up a conversation with all the nearby scientists—if you haven’t already spoken to them. Speak to all the scientists to unlock additional collection missions.

MASS EFFECT ANDROMEDA

Secondary Ops

Task: Gone Dark

Mission Type: Additional Task

Prerequisite: Complete "Meet the Resistance"

Start Location: Voeld

Unlocking: Scan any of the angaran bugs

LOCATE AND SCAN RESISTANCE BUGS IN KETT CAMPS

VOELD: NEAR ANGARAN RESISTANCE BASE

Four consoles with magnifying-glass icons above them are randomly located at static kett crash sites or campsites. We've numbered the kett sites they're most likely to appear at on our map, but we've also marked additional positions—more than you need—in case the consoles don't show up at the numbered sites. Use the scanner on each console you find, and search all around it for a small round glyph. Scan it—that's the bug. SAM needs you to find and scan four bugs in order to narrow the signal source to a single transmission location.

ANGARAN BUG 1

You're likely to come across this kett ship crash site **(1)** as you descend the steep mountainside while leaving the angaran Resistance base. Look for fire on a small strip of ice in a small gully. Defeat the kett and scan the glyph-like symbol on the console.

ANGARAN BUG 2

This kett site **(2)** is just south of the first one in the open ice lake.

ANGARAN BUG 3

This angaran bug **(3)** can be found near the forward station closest to the north holding site. It's on the second level of the kett drill platform.

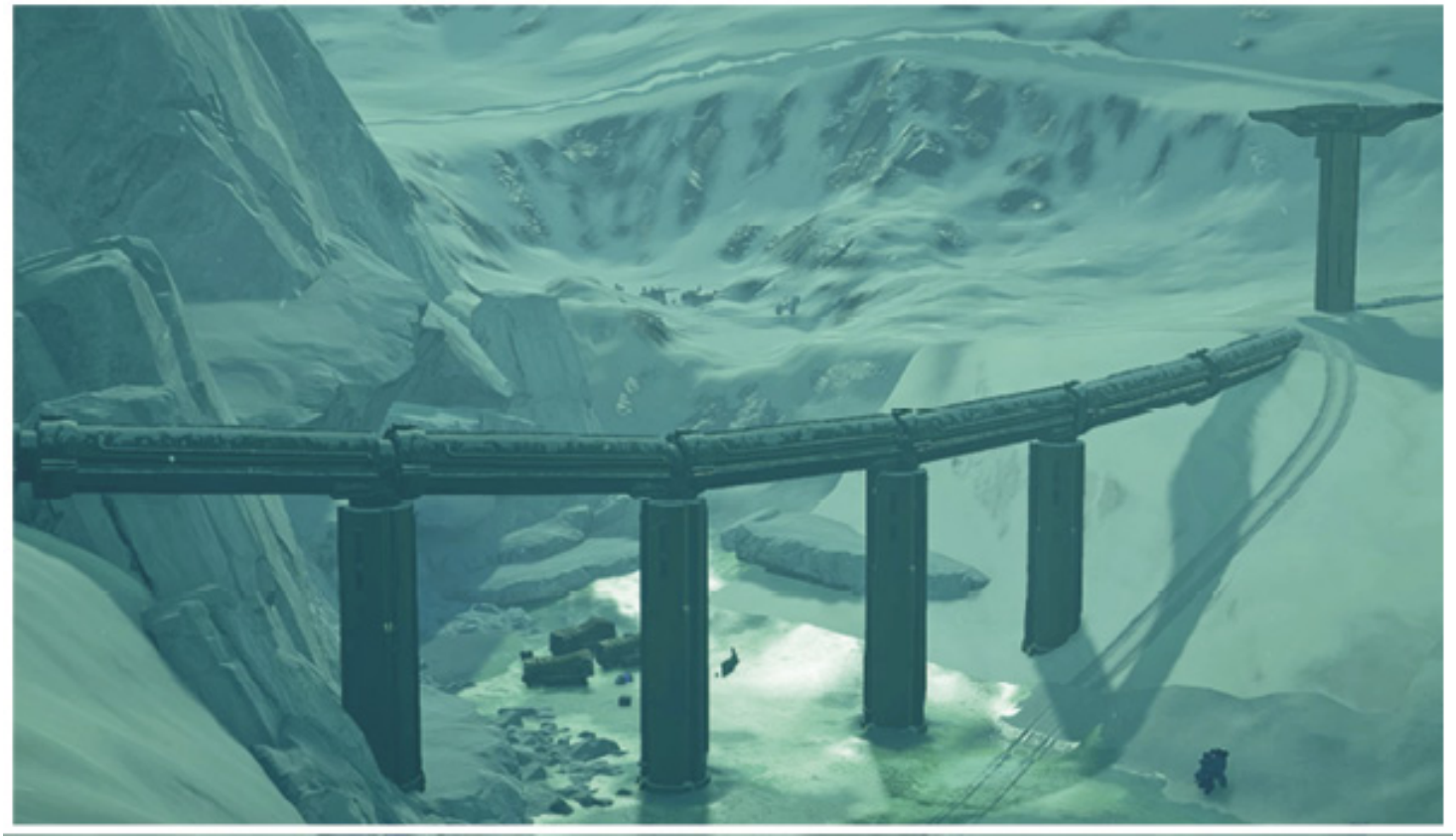
ANGARAN BUG 4

This angaran bug **(4)** can be found in a kett campsite on the ice river.

ANGARAN BUG 5

This angaran bug **(5)** can be found in a kett campsite on the ice near Ja Niihk dig site.

ANGARAN BUG 6



This angaran bug **(6)** can be found among a burning kett shipwreck on the north side of the kett mountain base.

LOCATE THE BROKEN SIGNAL

After the fourth scan, SAM finally comes up with a navpoint to the mobile connection for the last bug. Travel to Ja Niihk dig site **(7)**, then head into the underground caverns of the destroyed kett base. Follow the pathway to the caves, but don't go all the way into them; look for a **dead body** at a small cave opening on the right side of the pathway.

EXAMINE THE DATAPAD

Take the **datapad** from the dead angara. It's titled "For Whoever Finds This…" The brave angara shut down the communications link so the kett couldn't use it against the angaran scouts. Ravlor (the dead guy) wants you to take this info to Davja Kaas.

RETURN TO INTELLIGENCE OFFICER KAAS

VOELD: ANGARAN RESISTANCE BASE

Head to the Resistance base main headquarters room and speak to Davja Kaas **(8)**, who's standing next to the holo-globe. During the conversation, tell him you found the technician. He thanks you, and you earn a good amount of XP.

MASS EFFECT ANDROMEDA

Secondary Ops

Task: Herbal Entrepreneurs

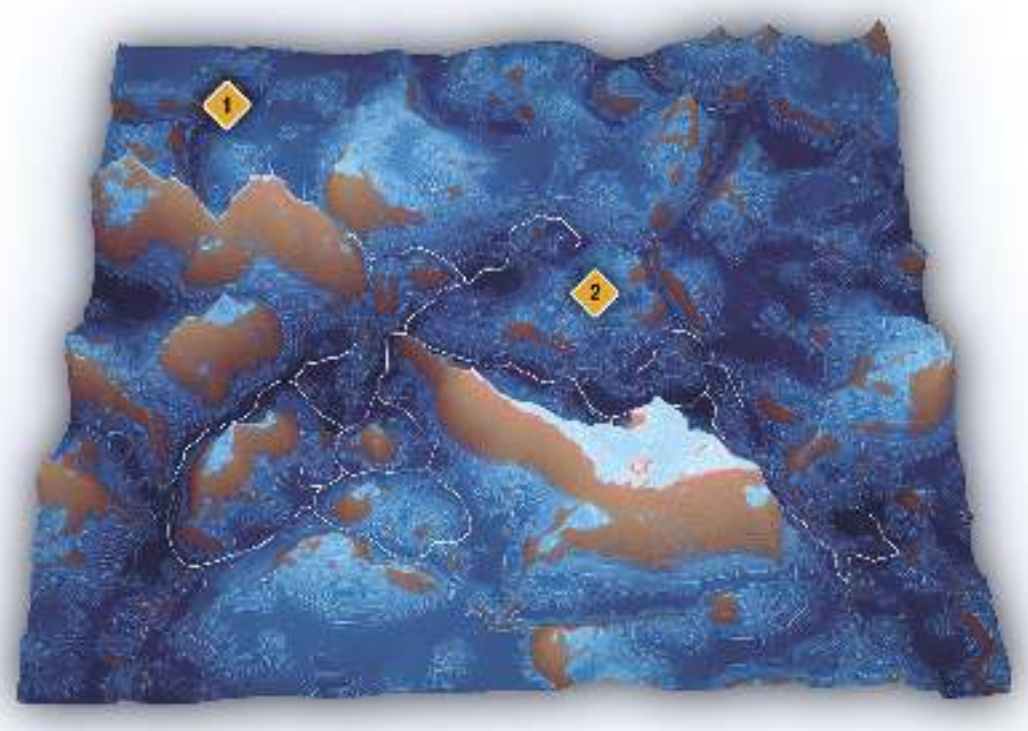
Mission Type: Additional Task

Prerequisite: Complete Heleus Assignment: Kadara, “Emergency S.O.S.”

Start Location: Kadara

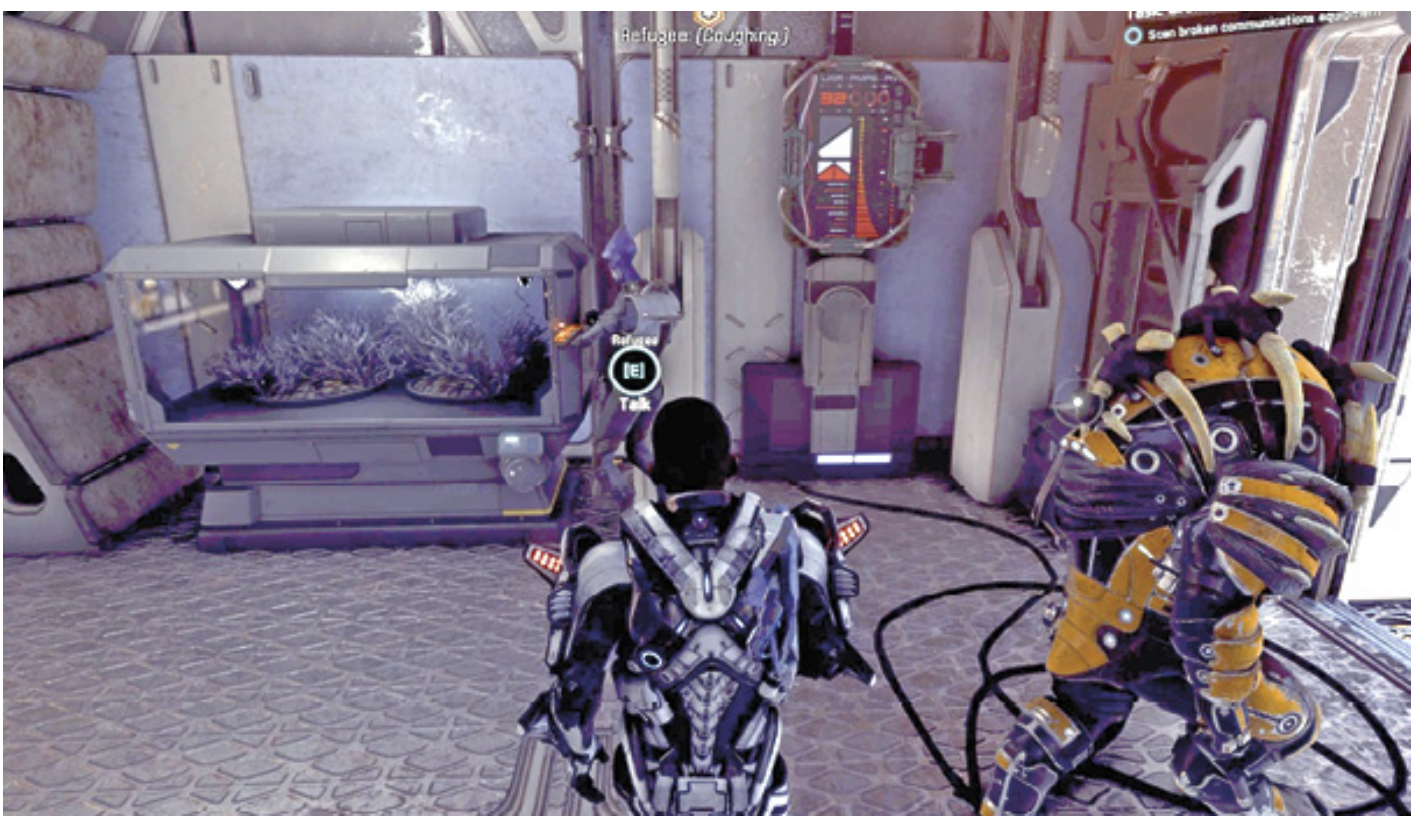
Unlocking: Find the UV light

BRING THE UV LIGHT TO THE HERBAL ENTREPRENEURS



KADARA

Remember talking to the Outlaw herbal entrepreneurs **(1)** during “Emergency S.O.S.”? Remember how they said they needed to replace their broken UV light? That’s what this quest concerns.



MASS EFFECT ANDROMEDA

Secondary Ops

Task: Hitting Rocks for Science

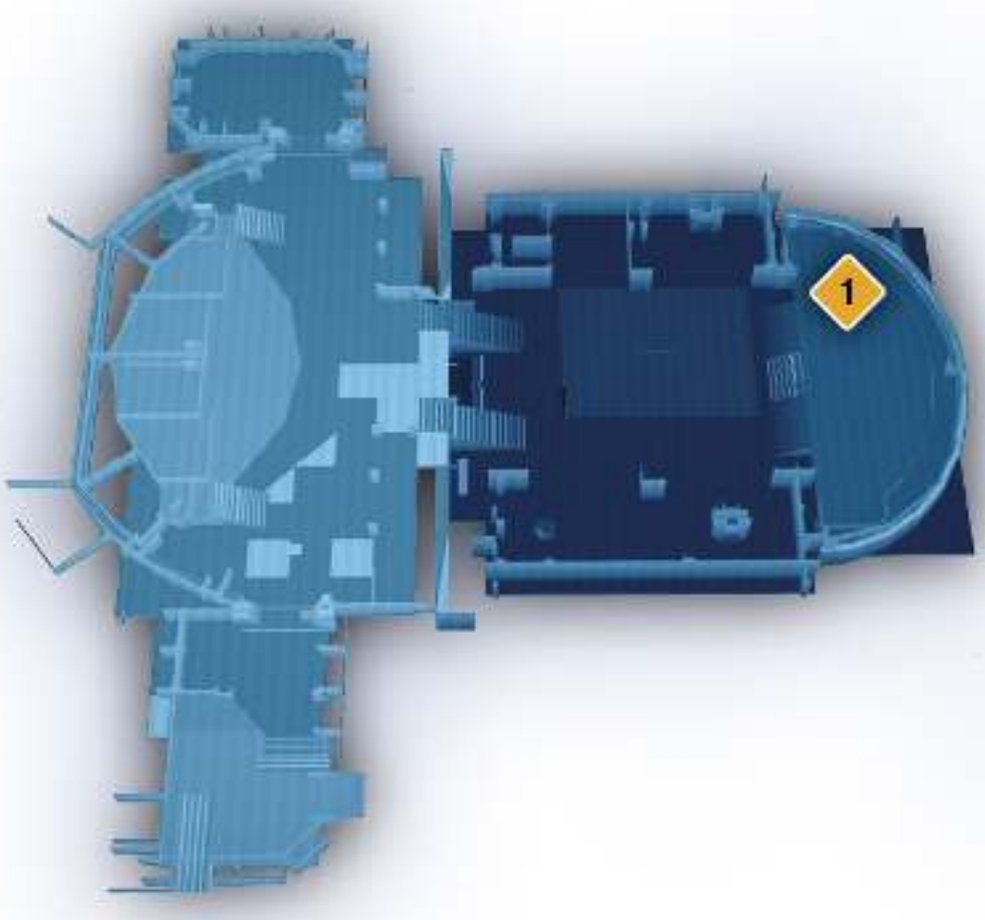
Mission Type: Additional Task

Prerequisite: Unlock the Tempest

Start Location: Nexus Operations or Tech Lab

Unlocking: Speak to Chief Lucan

SPEAK TO CHIEF LUCAN



NEXUS OPERATIONS OR TECH LAB

Initially, all the scientists are together in operations on the rear deck **(1)**. When the commons opens, you can find the scientists in the Tech Lab **(2)**. Speak to the scientists to open a collection task from each.

Speak to Chief Lucan and answer, “Try and stop me,” to take this collection mission. He tells you that he and SAM used your scans and made a VI for geophysics surveys, and he wants you to test the beta out in the field. He’ll reward you with a consultant’s bonus.

ACCESS THE TERMINAL

After speaking to each scientist, you must access the terminal **(1)** on the same operations deck where you first found the scientists. If you’re in the tech lab, the terminal there works too. Here you confirm each scientist’s quest. In this case, select “Geophysics VI: Beta Build” on the console. For this challenge, you must scan 16 minerals near marked navpoints on uncharted worlds.

SCAN 16 MINERALS

EOS

SAWTOOTH PLATEAU MINERAL: ELEMENT ZERO SAMPLE

This mineral **(3)** is located near the forward station at Sawtooth Plateau on Eos. Find it between boulders near an old monolith site.

All you need to do is get a scan of the mineral; you don't need to pick it up. This one is element zero.

PRESSON DUNES MINERAL: VENADIUM SAMPLE

This mineral **(4)** is located between boulders in Presson Dunes among all the kett generators.

THE GOLDEN WASTES: CADMIUM SAMPLE

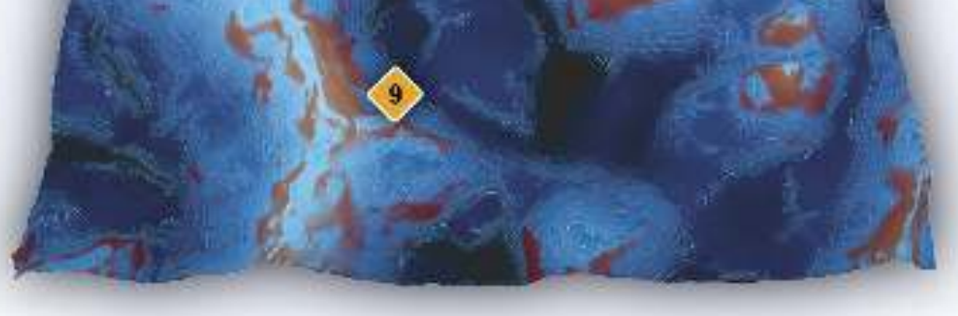
This mineral **(5)** is located on the side of the deep creator hole next to the Remnant vault. Scan it.

HAVARL

BURIED CAVE MINERAL: ELEMENT ZERO

Find the element zero mineral **(6)** to the left (west) of the Remnant vault. Be prepared to battle wildlife—namely, a Galorn—in this area. The rock is in a small cave. Scan it.

VOELD



IRIDIUM

This is the closest rock **(7)** to the angaran Resistance base. Find it next to magnificent ice spires.

PLATINUM

Find this mineral **(8)** on the mountaintop above the daar, Techiix. It's on the edge near a frozen boulder.

LITHIUM

This mineral **(9)** is next to some small, glowing Remnant pillars inside the west Remnant monolith cave. You can find it when solving the puzzle there during "Restoring a World."

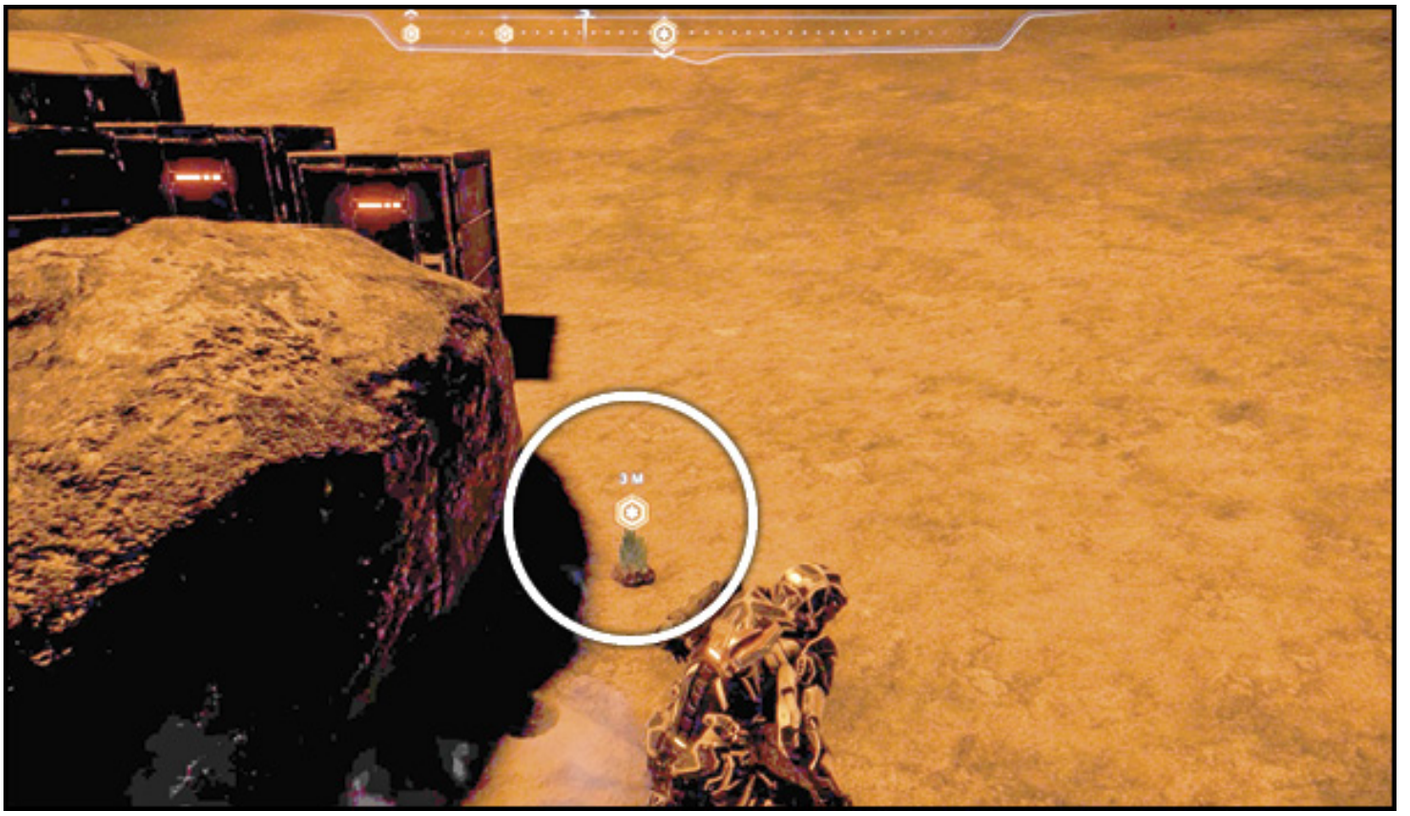
ELEMENT ZERO

Find element zero **(10)** in the kett mountain base tunnel entrance. It's on the right side between the **medical cache container** and the force field that must be hacked with Buxil's assistance.

H-047C

TITANIUM

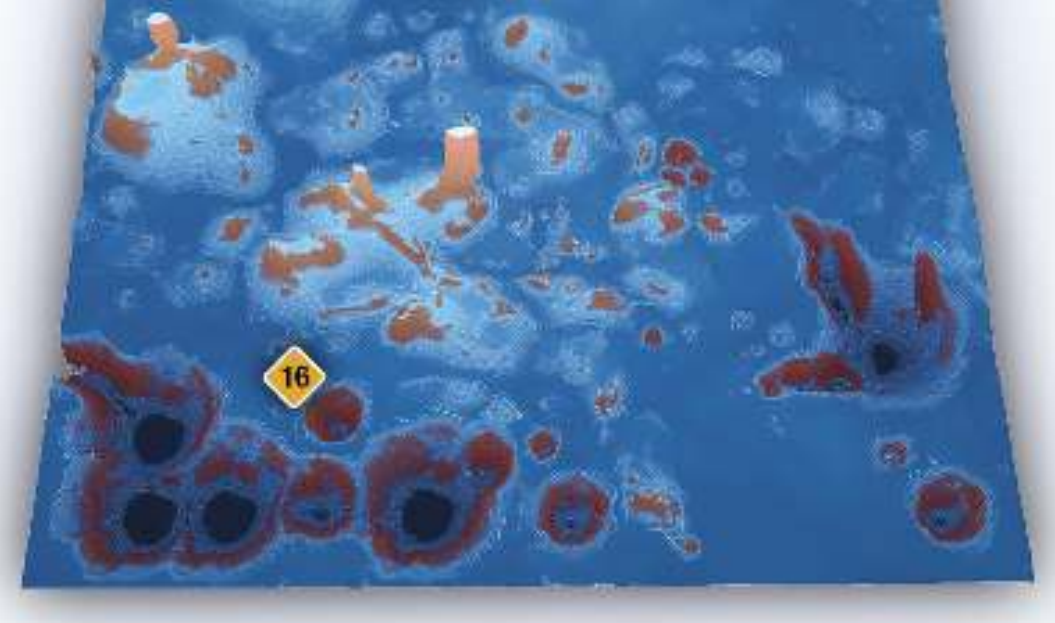
From the Tempest landing zone **(11)** on the lunar surface, head west to the first dome **(12)**, where you start the mission "From the Dust." The rock is inside the dome. Head straight back from the entrance and find it behind the big boulder.



ELEMENT ZERO

Find element zero in the dome to the south **(13)**. After defeating the enemies inside, scan this mineral located next to the boulder shown in our shot.

ELAADEN



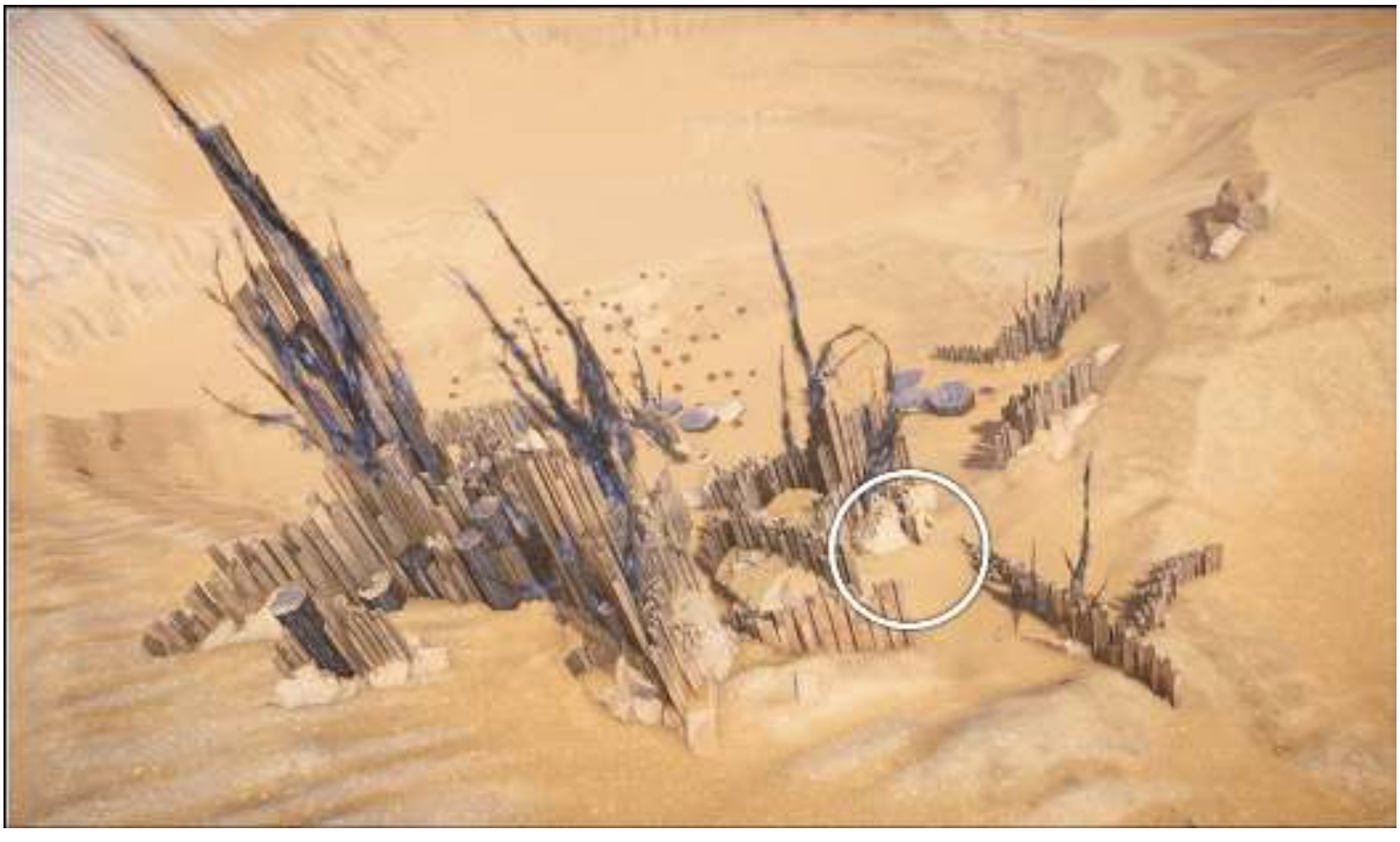
CADMIUM

Find the cadmium **(14)** mineral north of the Remnant derelict ship near a Remnant pillar site surrounded by Scourge energy pockets.

FLUORITE

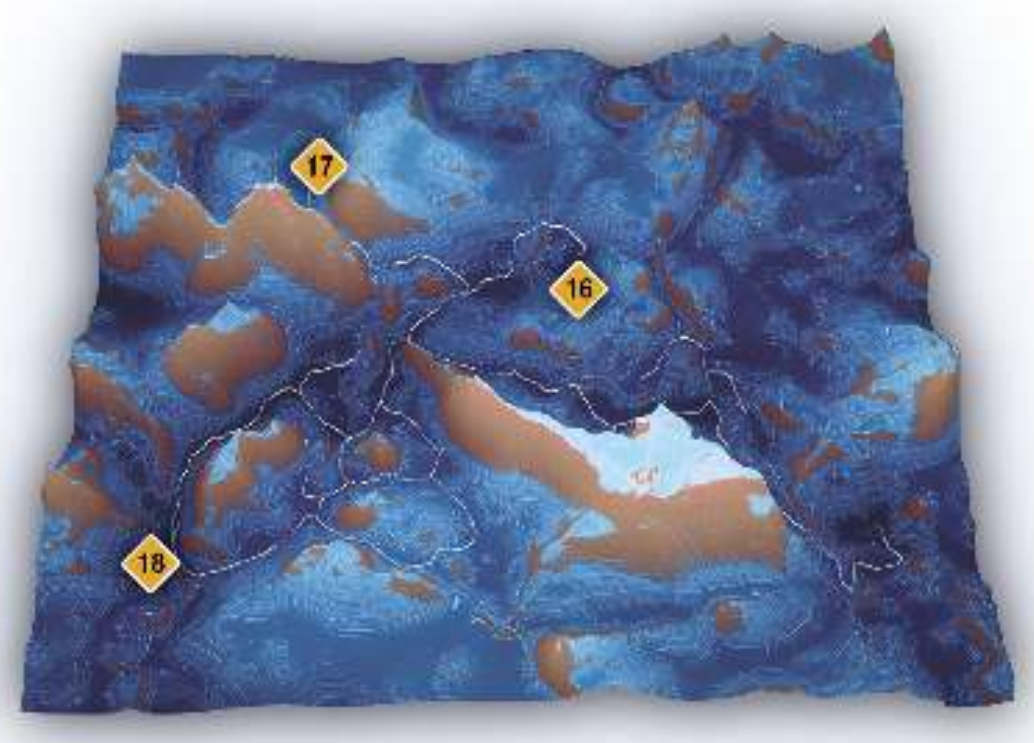
Find the fluorite **(15)** near a little oasis and underground base that you can't access until the "Water Supply" mission. The mineral is next to a tree above the entrance to the subterranean base.

ELEMENT ZERO



Find the element zero near a Remnant pillar challenge where you encounter many wildlife creatures and Raiders. The rock **(16)** is on the west side of the pillar array. Scan it.

KADARA



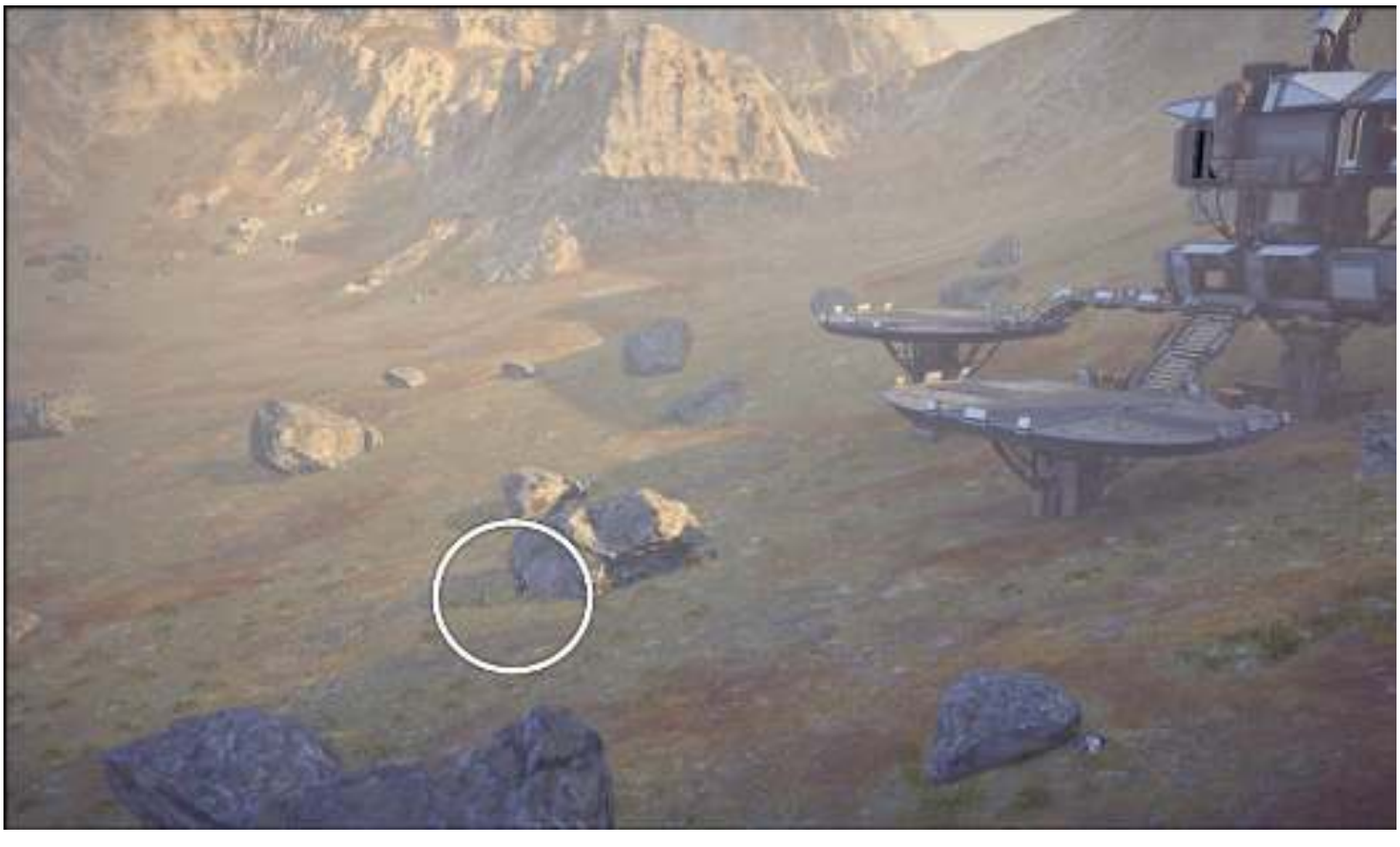
TITANIUM

Find the titanium mineral sample **(16)** next to this hillside up high in the mountain plateau in Haarfel.

IRIDIUM

Find the iridium sample **(17)** near an acid pool and a **memory trigger** in Kurinth's Valley.

ELEMENT ZERO



Find element zero **(18)** in Sulfur Springs near a large boulder close to a facility that furthers the quest "Nakmor Drack: Krogan Betrayal."

SPEAK WITH CHIEF LUCAN

Next time you're in the Nexus commons, head to the second floor and visit the scientists in the tech lab. Talk to Chief Lucan **(2)** to let him know you did what he asked, and he rewards you with XP.

MASS EFFECT ANDROMEDA

Secondary Ops

Task: Infection

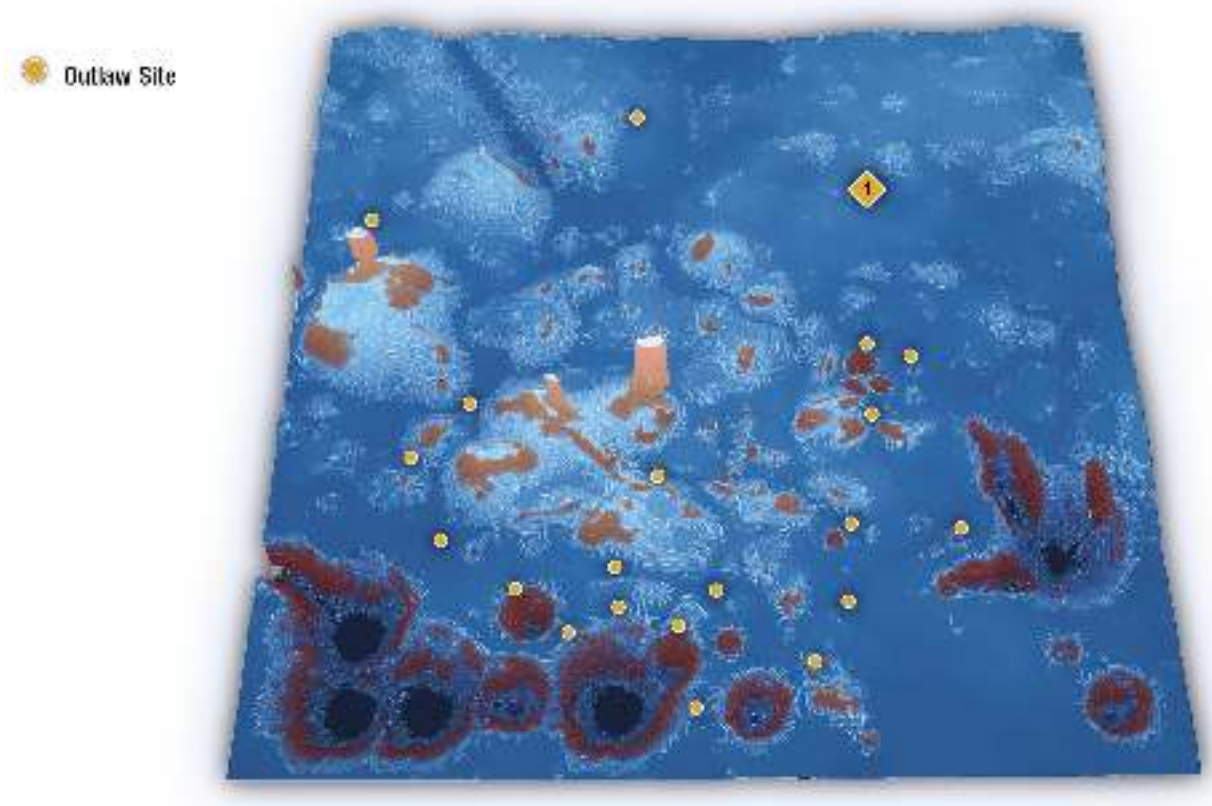
Mission Type: Additional Task

Prerequisite: Access to Elaaden

Start Location: Elaaden

Unlocking: Scan an infected scavenger body

SCAN THE SCAVENGERS' BODIES



ELAADEN

Infected scavenger corpses are randomly located at any of the Outlaw camps that we've marked on our map with dots. When you scan the first one, SAM comments that the Outlaw died from a highly infectious disease. When you scan the third corpse, SAM comments that the disease was transmitted through ingestion of animal tissue. The source is given in the form of a navpoint.

SEARCH FOR THE RADIATION SOURCE

SAM traces the source **(1)** of the scavenger disease to a single location. Decontaminating the source will prevent the disease from spreading to other colonists. The source is located at the north monolith.

MAKE THE RADIOACTIVE CANISTER INERT

Find the **broken containment canister** on the east side of the northern monolith, next to some boulders that form a ledge near one of the monolith pillars. Hack the canister to stop the spread of the disease and to complete the quest.

MASS EFFECT ANDROMEDA

Secondary Ops

Task: Investigating Embezzlement

Mission Type: Additional Task

Prerequisite: Unlock Kadara Port

Start Location: Nexus Commons

Unlocking: Speak to the dock manager

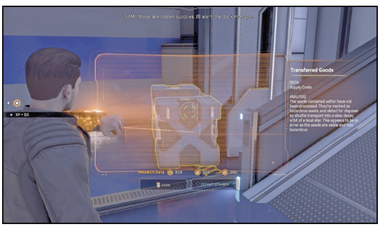
SPEAK TO THE DOCK MANAGER

NEXUS COMMONS: DOCKS

You likely see the dock manager **(1)** in the docks when you return from Kadara. When you talk to the reporter, Keri, in "Path of a Hero," you see this guy just behind her. Talk to him, and he speaks of unreleased supplies missing and possibly going to the exiles. You must search around the Nexus and Hyperion for them.

SEARCH THE COMMONS

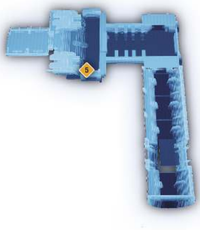
Don't leave the commons; instead, head for the navpoint indicating a crate **(2)** near the stairs to the second level in front of the Vortex. Scanning the stolen supplies alerts the dock manager. Take the tram **(3)** to the habitation deck.



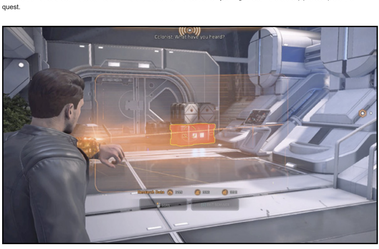
SEARCH THE HYPERION HABITATION DECK

Follow the navpoint to into the first room you reach after leaving the stairwell from the tram. Look in the right corner as you enter. Scan the crate **(4)** to send the info to the dock manager. Take the tram to the cryobay.

SEARCH THE HYPERION CRYOBAY



Exit the tram, head down the stairs, and find the last crate in a corner on your right. Scan the crate **(5)** to complete the quest.



MASS EFFECT ANDROMEDA

Secondary Ops

Task: Kadara's Ransom

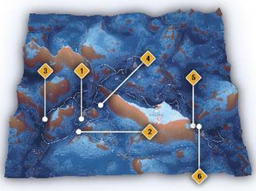
Mission Type: Additional Task

Prerequisite: Must have interrogated Vehn Terev in "Hunting the Archon"

Start Location: Kadara

Unlocking: Hit the Outcast outpost

ATTACK THE OUTCAST OUTPOST



KADARA

SULFUR SPRINGS OUTCASTS

When you happen upon this tall sniper's outpost **(1)**, defeat all the Adhi guarding the grounds and then take out the Collective Sharpshooters.

Examining the **datapad** on the crate at the base of the sniper's nest starts the quest. Apparently an Outlaw has pitted the Collective and Outcasts against each other to steal supply caches. To further the quest, you must find more datapads containing information about an Outcast member being held for ransom by the Collective.

THE DATAPAD LOCATIONS ARE RANDOM

A quest that asks you to find something without a navpoint usually means the search objective is spawning at a random location. These spawn at little wreck sites, little enemy camps, or Remnant sites. We mark where we've found them.

SEARCH FOR MORE DATAPADS

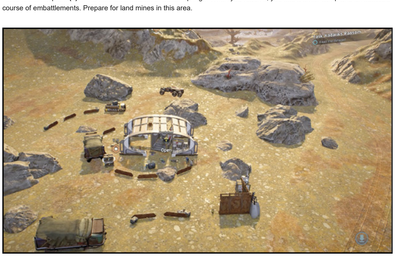
The little outposts or camps where these datapads show up are not random, but the datapad locations themselves are. They could be at any number of these camps, such as the one where you found the first datapad, and this little camp **(2)** down the road.

Defeat this outpost **(3)** on the westernmost road in Sulfur Springs. There's usually a **datapad** to examine here.

If you're still looking for datapads and they're not at the previously mentioned sites, try the wrecks and enemy camps on the other side of the map, around Spirit's Ledge locations **(5)(6)**.

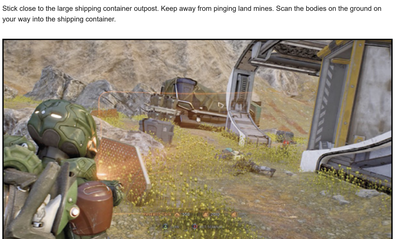
GO TO THE NAVPOINT

Head to the navpoint **(4)** in the northeast section of Sulfur Springs. When you reach it, you see a small camp and an obstacle course of embattlements. Prepare for land mines in this area.



INVESTIGATE THE BODIES

Stick close to the large shipping container outpost. Keep away from pinging land mines. Scan the bodies on the ground on your way into the shipping container.



READ THE DATAPAD

Open the **container** inside, and then explore the other side of the shipping container, where the navpoint leads to a body with a **datapad** lying beside it. Read the datapad. The letter is from Narisse. She admits to stealing the loot while everyone was distracted during a firefight. That completes the quest.

Secondary Ops

Task: Laws and Customs

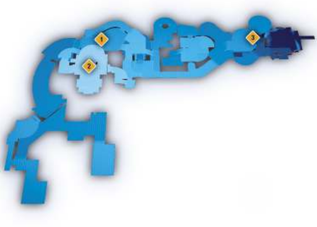
Mission Type: Additional Tasks

Prerequisite: Mission 3 or later

Start Location: Aya

Unlocking: The Moshae is rescued and Aya is open to visitors

SPEAK TO ARBITER RENAAV



AYA: MARKET

When you can wander free in Aya, head to the market and talk to Arbiter Renaav **(1)**, who's standing to the left just as you approach the market area. She educates you on the angaran rules of law and trade. Say, "I'm ready to know more." She directs you to the governor's office for more detailed information.

SPEAK TO ARBITER OHMDAAL

GOVERNOR'S OFFICE

From Renaav, pivot southward and take the stairs up to find the governor's office **(2)**. Speak to the angara behind the desk. Ohmdaal says he's been expecting you and has downloaded the laws and customs onto a datapad located on the desk right next to his console.

READ ARBITER OHMDAAL'S DATAPAD

After speaking with Ohmdaal, pick up the **datapad** that appears on the desk. It's an agreement contract to abide by all of Aya's weird rules. Naturally, you need more information before taking further action.

SPEAK TO ARBITER VRAAGEN

Now that you have the datapad info, exit the governor's office and head to the easternmost section of Aya, to the area just outside Resistance Headquarters **(3)**. Find Arbiter Vraagen among the consoles to the right of the headquarters' entryway. Speak to him. He's prepared a datapad with laws concerning war. The datapad appears on the crate beside him.

READ ARBITER VRAAGEN'S DATAPAD

Arbiter Vraagen's **datapad** states that morality will not be abandoned even when fighting an enemy that threatens their entire civilization. So no chicken-*poops* in this bunch. Sign us up. This concludes the mission, and you earn a medium amount of XP.

MASS EFFECT ANDROMEDA

Secondary Ops

Task: Little Mouse

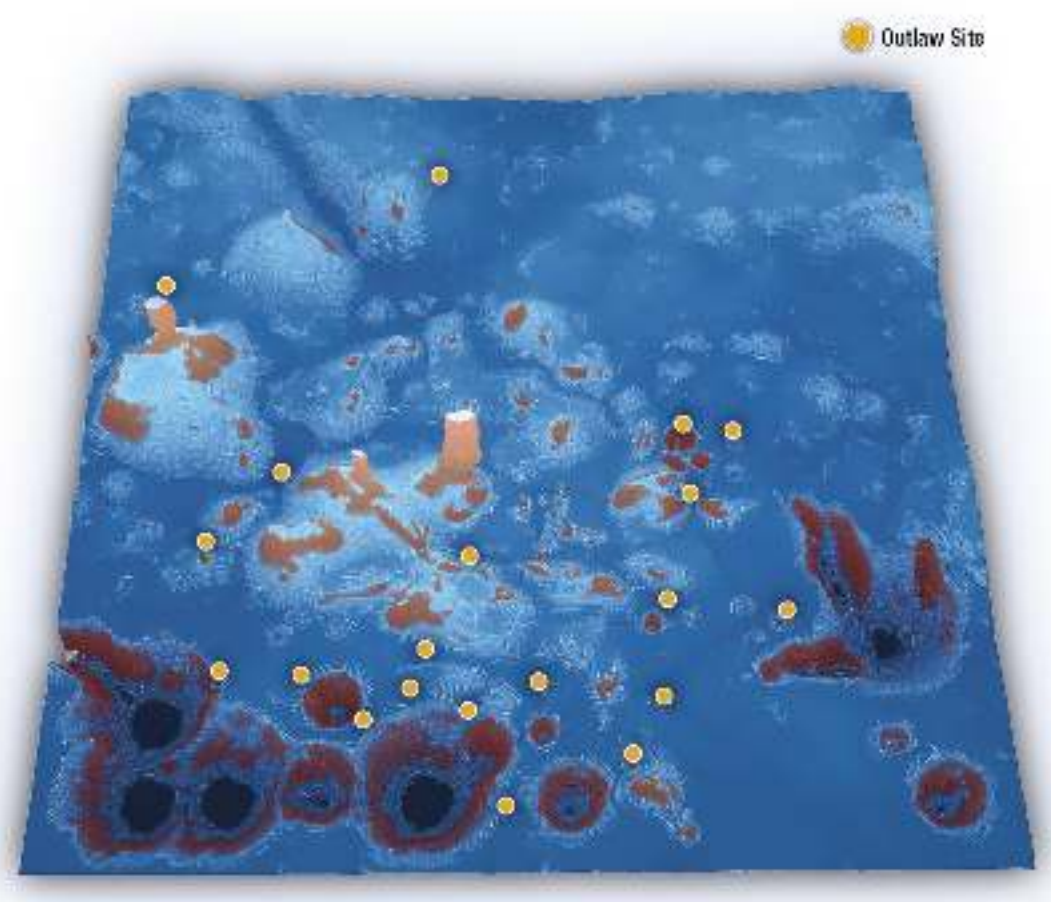
Mission Type: Additional Task

Prerequisite: Access to Elaaden

Start Location: Elaaden

Unlocking: Collect a Little Mouse datapad

LOCATE SIX DATAPADS



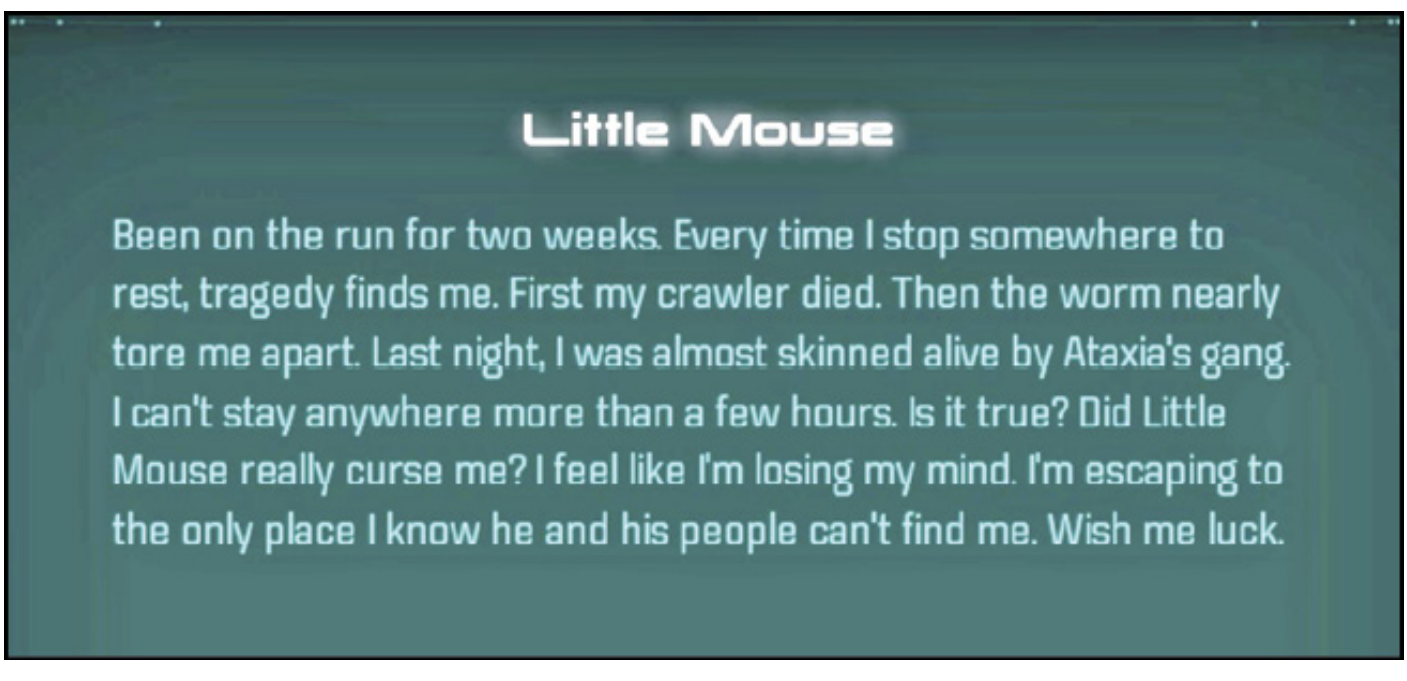
ELAADEN

Look for the datapads with the hand icon over them. They're only located at Outlaw sites. Little Mouse datapads spawn randomly at the static Outlaw sites we've marked with red dots on our map. Once you find one, SAM extracts a navpoint that leads to a large stash stolen from the gang leader named Little Mouse.

Follow the story in the datapad messages; there are six total. The last datapad is at the stash location. If you have difficulty finding them, do some fast traveling, or leave Elaaden and come back. After that, hit the same Outlaw sites you've hit before, and you might start getting datapads for each camp you visit.

TRACK DOWN THE STASH

The final navpoint for the stash is a random location at one of the Outlaw sites (marked as red dots on our map). One final datapad is found there. The scavenger writes about being on the run for two weeks, and about a curse following him: *Little Mouse*. Find the nearby **container** and loot the scavenger's treasure.


Little Mouse
Been on the run for two weeks. Every time I stop somewhere to rest, tragedy finds me. First my crawler died. Then the worm nearly tore me apart. Last night, I was almost skinned alive by Ataxia's gang. I can't stay anywhere more than a few hours. Is it true? Did Little Mouse really curse me? I feel like I'm losing my mind. I'm escaping to the only place I know he and his people can't find me. Wish me luck.

MASS EFFECT ANDROMEDA

Secondary Ops

Task: Local Cuisine

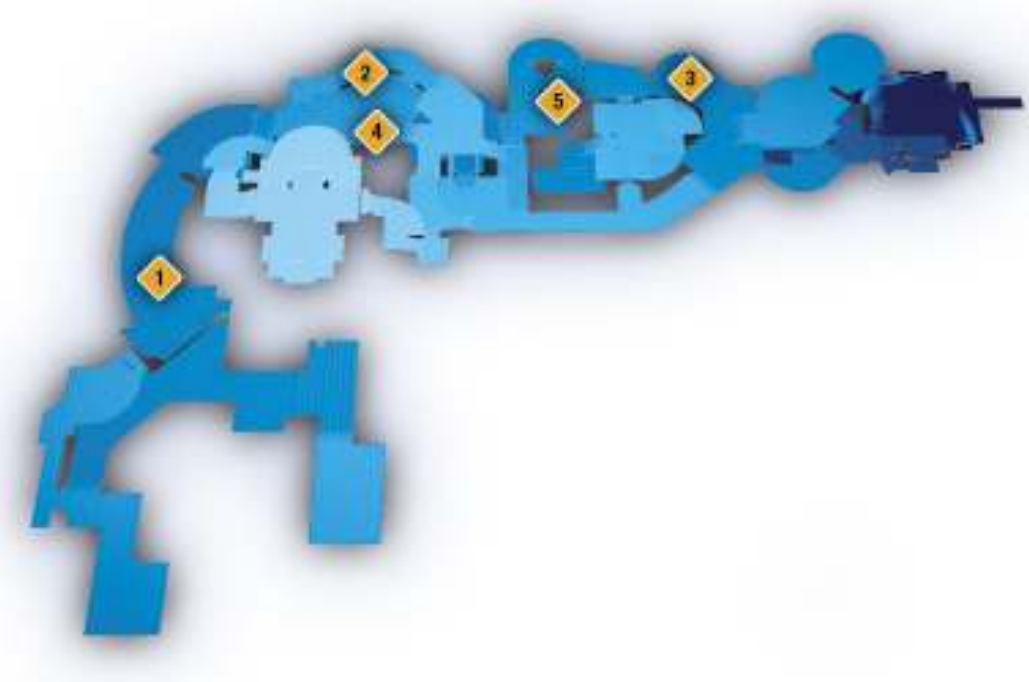
Mission Type: Additional Task

Prerequisite: Aya accepts human visitors

Start Location: Aya

Unlocking: Scan fruit

SCAN THREE FRUIT PLANT VARIETIES

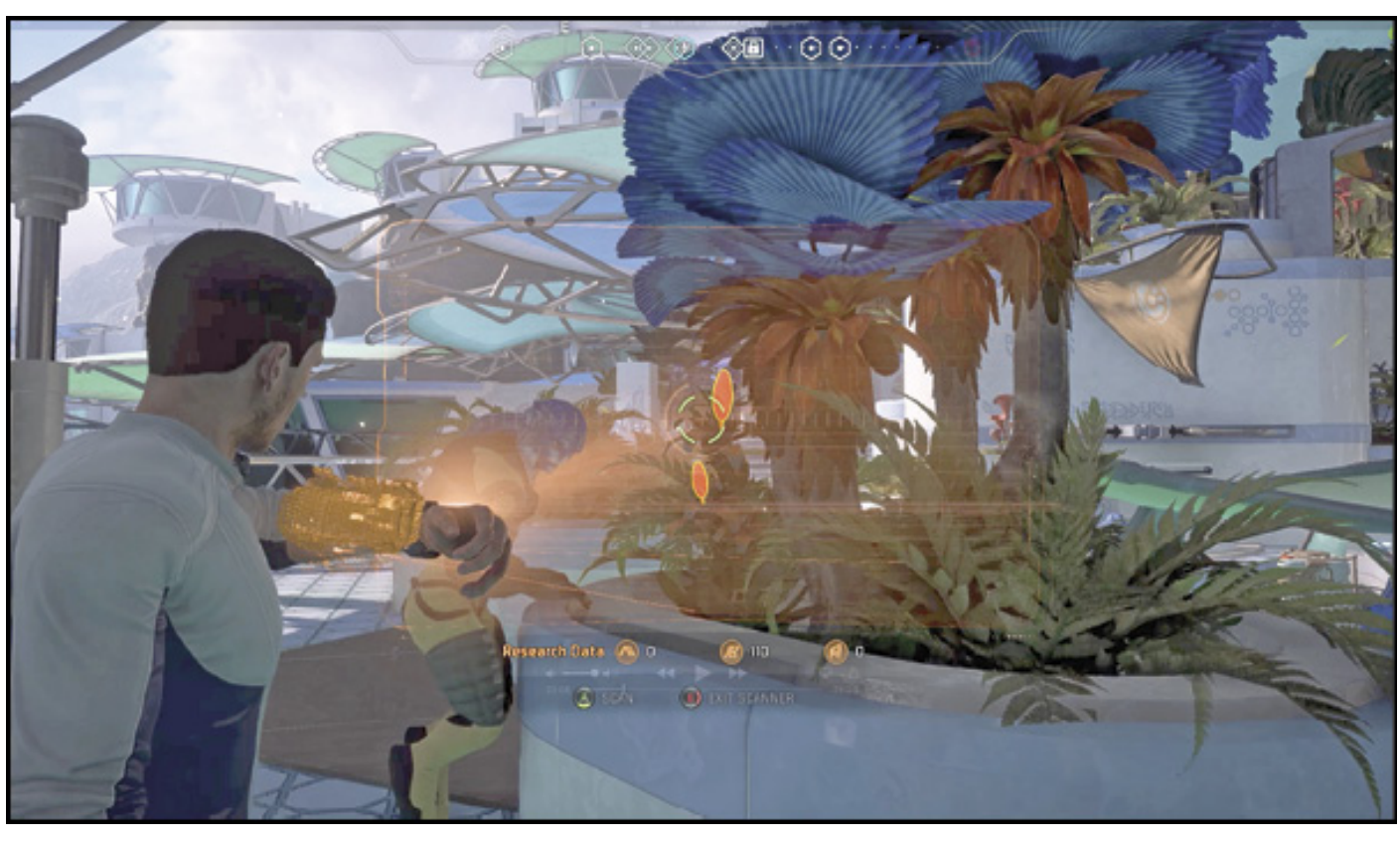


AYA

Lexi T'Perro thinks food on Aya may be safe for Milky Way species to eat. Collect food samples in the city and send them to Lexi.

Use your scanner in Memorial Gardens **(1)**. Scan up in the trees as you walk through. Here you find **Paripo Fruit**.

You find **Quilloa Fruit(2)** in the plants around the upper walkway of the market (too bad you have to buy it when you really need it).



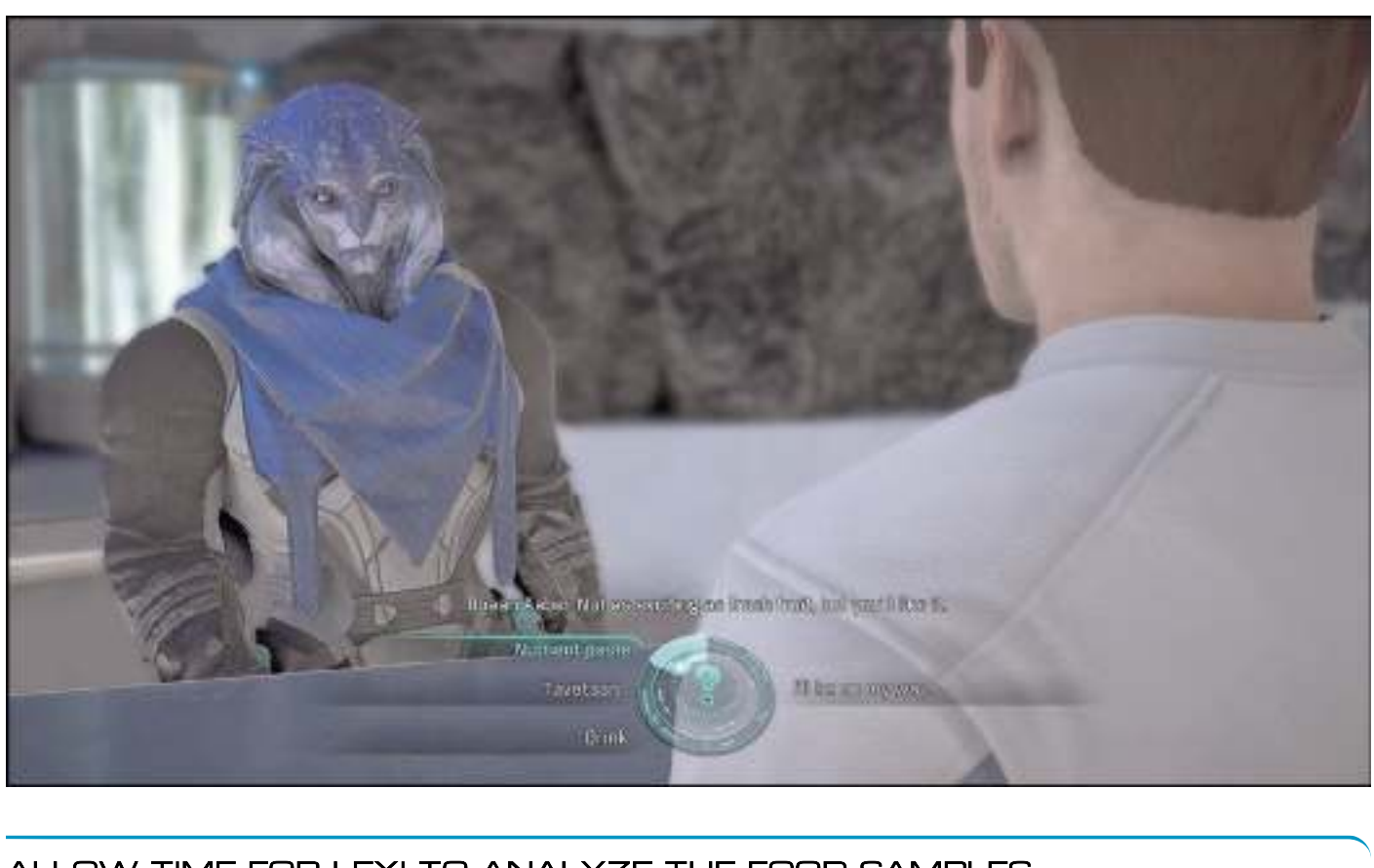
Find **Elmohk Fruit(3)** in the trees near Resistance Headquarters.

RETRIEVE A FRUIT SAMPLE FROM THE MARKET

Head to the market **(4)** and purchase the fruit sample from Felaan, the Fruit Merchant. Talk to her about **Nutrient Paste**.

INVESTIGATE NUTRIENT PASTE IN THE TAVETAAN

Go to the Tavetaan (the exterior bar) and speak with the bartender, Roaan Aabel **(5)**. Talk to him about Nutrient Paste and have a drink while you're there. You should never down multiple consecutive drinks just to see some slightly hidden drunken dream at this bar, or any bar in Heleus.



ALLOW TIME FOR LEXI TO ANALYZE THE FOOD SAMPLES

After you leave the Tavetaan, Lexi analyses the food, and within a minute or two, she comes through with the results. She says all the food is good to go. That completes the task. You earn a good amount of XP.

MASS EFFECT ANDROMEDA

Secondary Ops

Task: Lost Brother

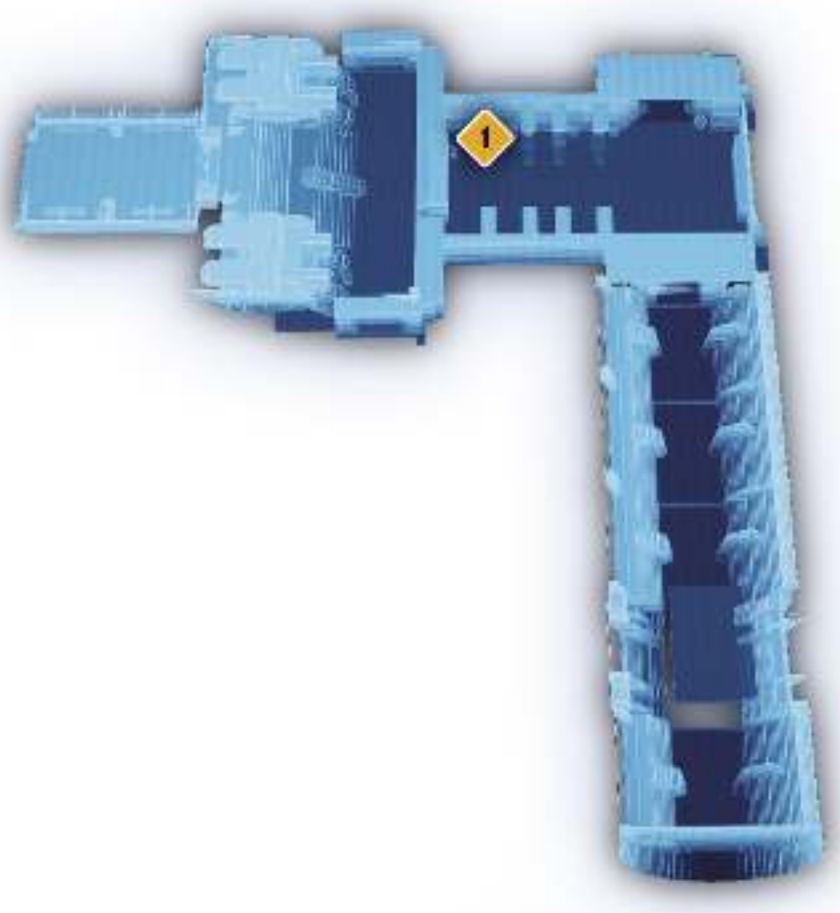
Mission Type: Additional Task

Prerequisite: Complete Mission 1

Start Location: Hyperion

Unlocking: Talk to Nigel McCoy

SPEAK TO NIGEL MCCOY



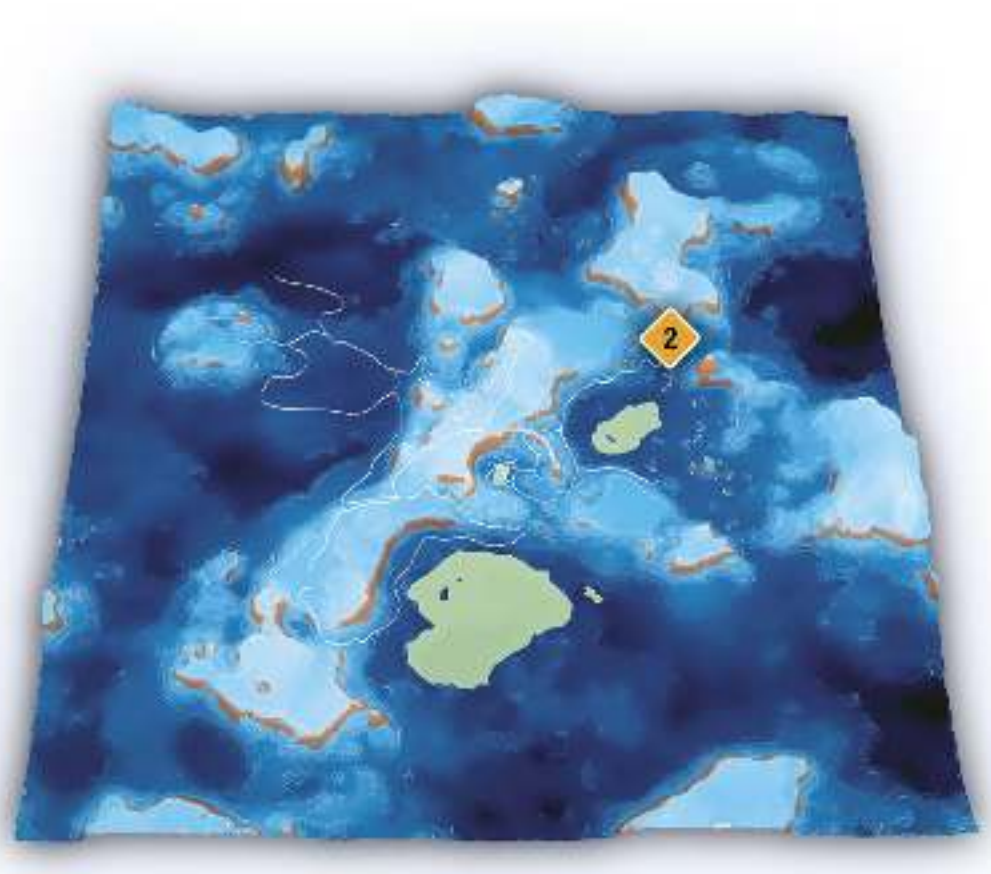
HYPERION: MEDBAY

While checking on your catatonic sibling, talk to the man **(1)** in the first bed on the left as you enter the cryobay. Fresh out of cryo, Nigel McCoy is very upset that his brother Dash died on Eos trying to start a settlement. He wants you to reunite their father's twin pendants that each of them wore. He marks a navpoint where his brother liked to stop and think on Eos.

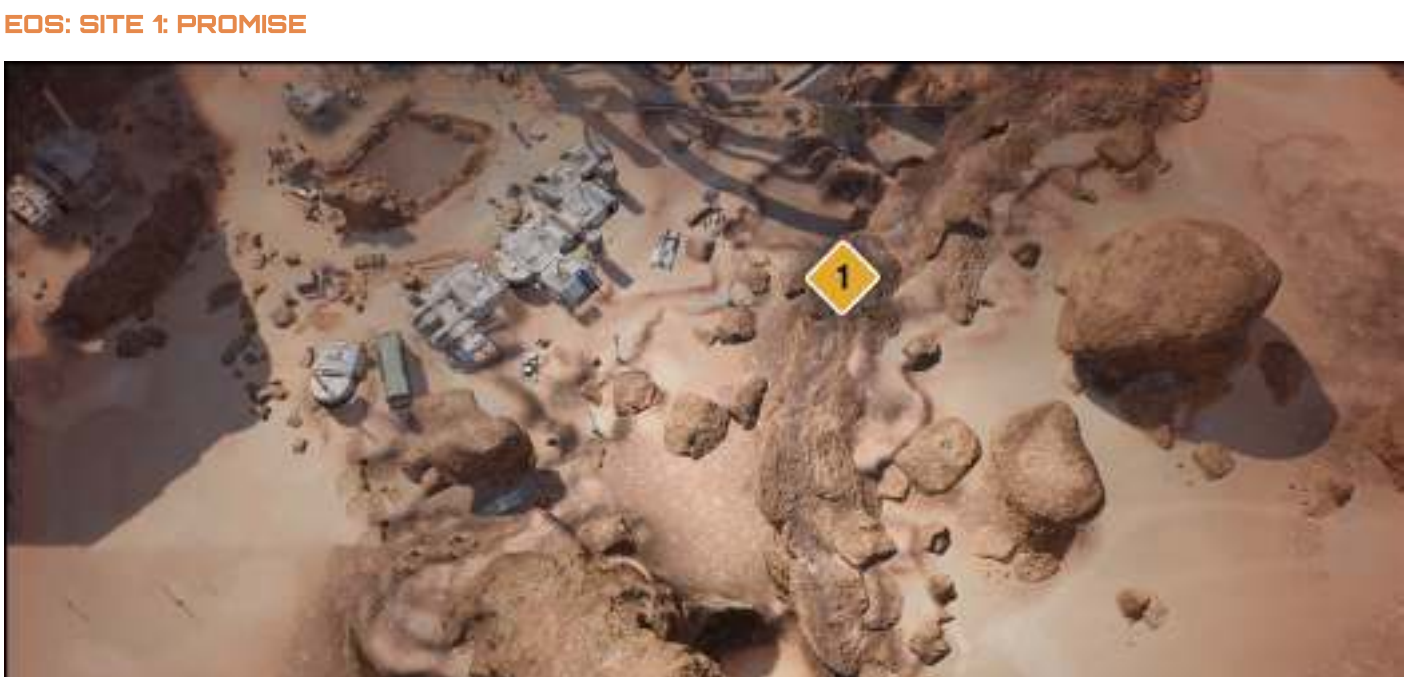
CHECK ON YOUR SIBLING

If you haven't done so already, talk to Dr. Carlyle to check on your unconscious sibling in the medbay. If you don't check on your sibling before he/she wakes up, he/she comments on your lack of concern later in the game.

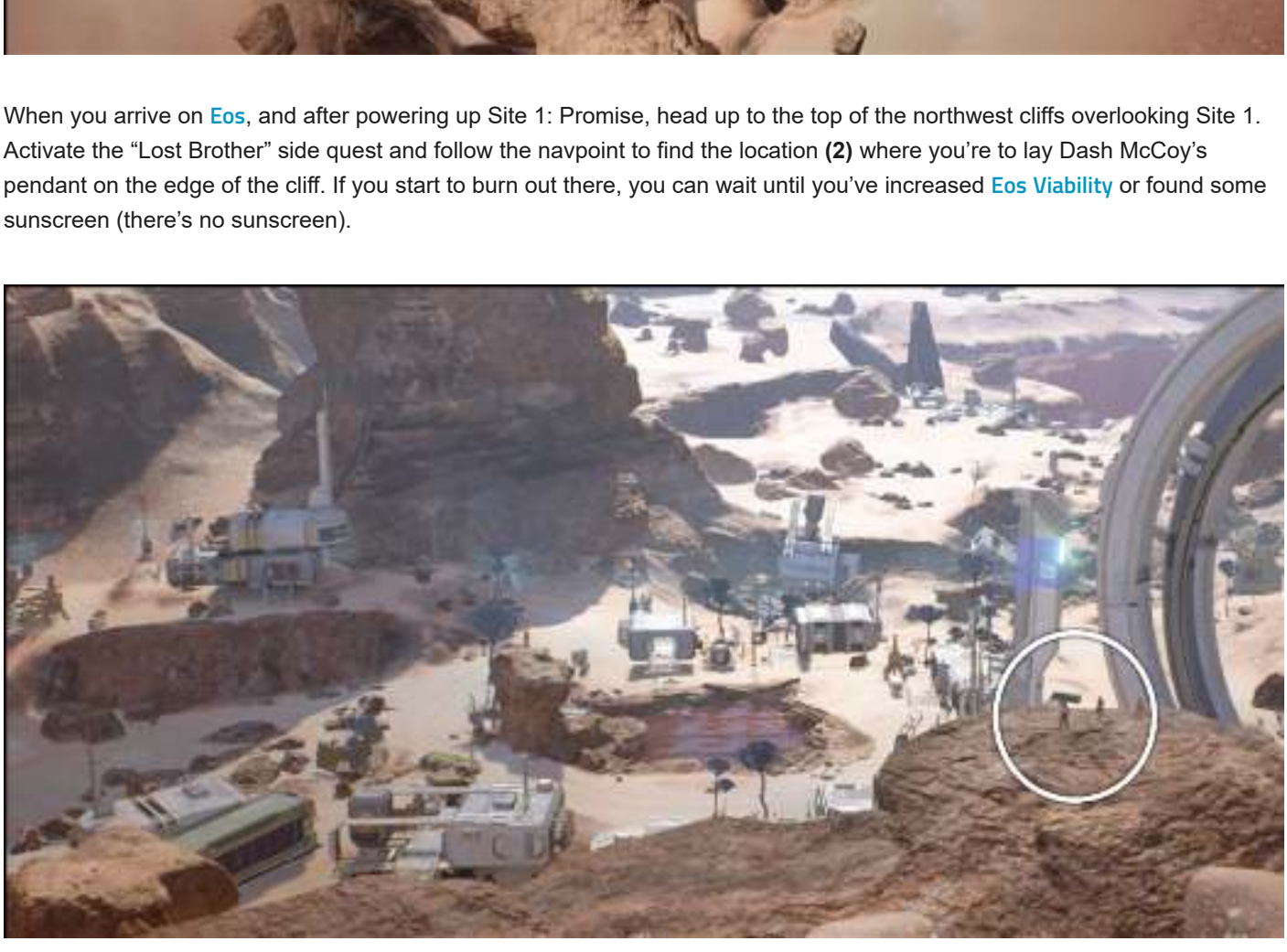
PLACE PENDANT AT THE LOCATION ON EOS



EOS: SITE 1: PROMISE



When you arrive on Eos, and after powering up Site 1: Promise, head up to the top of the northwest cliffs overlooking Site 1. Activate the "Lost Brother" side quest and follow the navpoint to find the location **(2)** where you're to lay Dash McCoy's pendant on the edge of the cliff. If you start to burn out there, you can wait until you've increased Eos Viability or found some sunscreen (there's no sunscreen).



Secondary Ops

Task: Messages to the Nexus

Mission Type: Additional Tasks

Prerequisite: Mission 3 or later

Start Location: Aya: Governor's Office

Unlocking: The Moshae is rescued and Aya is open to visitors

SPEAK TO ENROH BOSAAN

AYA: GOVERNOR'S OFFICE

Talk to the angara behind the security desk in the governor's office. Enroh Bosaan **(1)**, assistant to the governor, tells you about the concerns of the Aya inhabitants. They left messages of concern on communications terminals found all around Aya. These need to be collected and delivered to the Nexus.

COLLECT MESSAGES FROM THE DOCKS TERMINAL

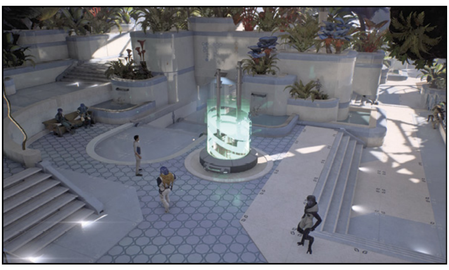
Exit the governor's office and head to the glowing green message terminal **(2)** near the docks doorway. Interact with it to receive the "Citizen Messages to the Nexus" message. Select the messages and choose to send them to the Nexus as is, or do an automatic editing job before you send. It doesn't matter which way you choose to send them; you complete the objective regardless. Make sure to scan the **angaran mural** nearby for Research Data.

COLLECT MESSAGES FROM THE MARKET TERMINAL

Head back along the beautiful walkway until you reach the market. Examine the holographic message terminal **(3)** and select "Citizen Messages to the Nexus" in the interface. Forward them all to the Nexus edited or unedited.

COLLECT MESSAGES FROM THE TAVETAAN TERMINAL

This holographic message terminal **(4)** is in the courtyard near the entrance to the dining area and the outdoor bar where Liam and Drack hang out. Interact with the terminal and forward the messages to the Nexus.



COLLECT MESSAGES FROM THE RESISTANCE HEADQUARTERS TERMINAL

As you approach the last holographic message terminal, a nearby angara crosses some privacy boundaries and scans you without your consent. This opens another task named "Test Subject." It would be wise to knock that quest out after forwarding the last messages to the Nexus from this terminal **(5)**. This completes the current task, and you receive a medium amount of XP. If you edit any of the messages, Tann comments on the edits in his next email to you, titled "Messages to the Nexus."

Send Messages to the Nexus
Upload messages from the Resistance Headquarters terminal
Upload messages from each of the terminals in Tann

MASS EFFECT ANDROMEDA

Secondary Ops

Task: Missing Scientists

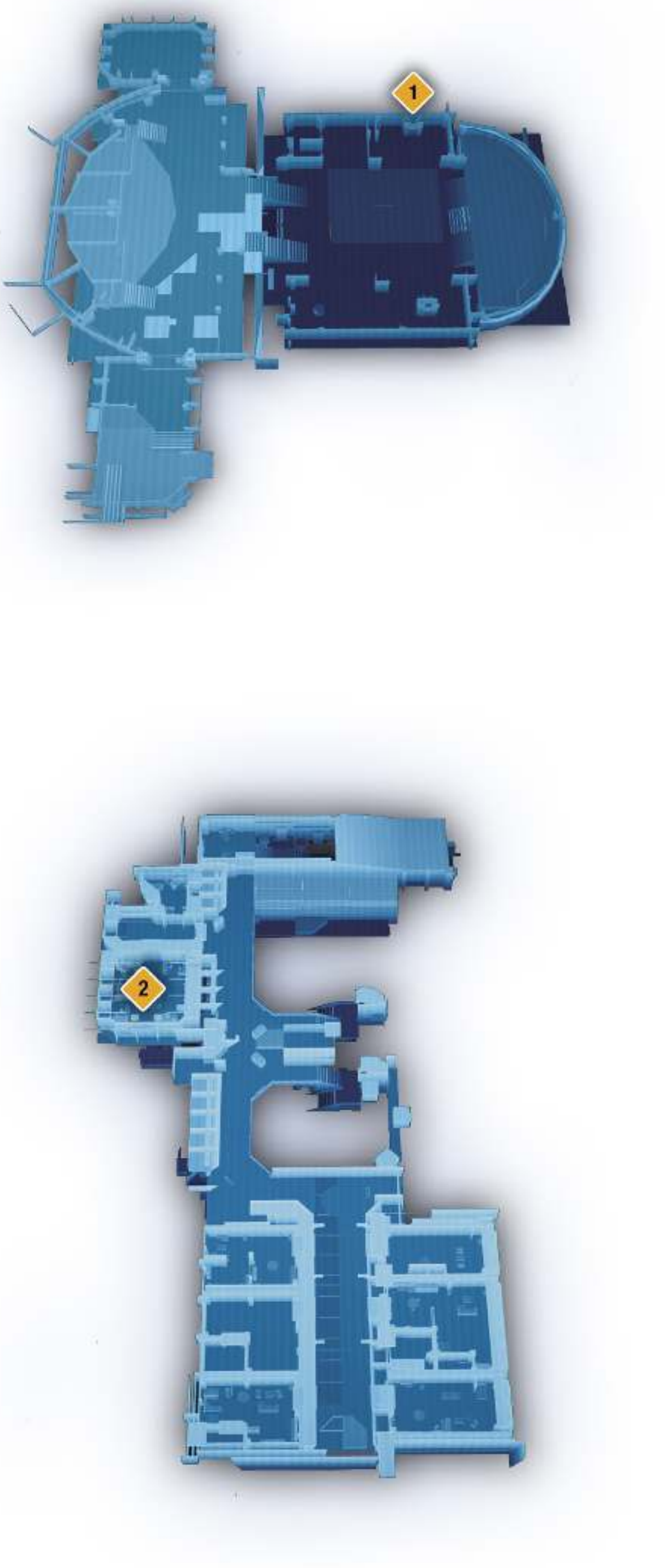
Mission Type: Additional Task

Prerequisite: Unlock the Tempest

Start Location: Nexus Operations or Tech Lab

Unlocking: Speak to Dr. Aridana

SPEAK TO DR. ARIDANA



NEXUS OPERATIONS OR TECH LAB

Initially, Dr. Aridana is in operations on the rear deck **(1)**. When the Common opens, you can find her in the Tech Lab **(2)**. Speak to her to unlock this mission. She tells you that she sent an away team to get readings of the Scourge, and sensors can't locate their shuttle. Use the nearby console to confirm this quest, just as you would any of the scientists' quests.

THE MODEL OF THE SPHERES

Speak to Dr. Aridana a second time (after accepting the "Missing Scientists" quest) to unlock the "Model of the Spheres" collection quest.

FIND THE MISSING SCIENCE VESSEL

TEMPEST BRIDGE

Travel to the Eriksson system and scan it for anomalies. You find the **starship wreckage** around the one-o'clock region of the orbital graph. Unfortunately, no one survived the Scourge. There's no need to report back to the doc.

MASS EFFECT ANDROMEDA

Secondary Ops

Task: Naming the Dead

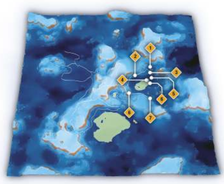
Mission Type: Additional Task

Prerequisite: Land on Eos

Start Location: Eos

Unlocking: Scan any unnamed colonist corpse

FIND AND SCAN COLONIST BODIES



EOS

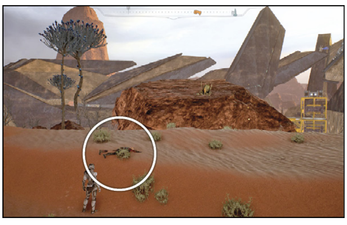
Seven bodies of fallen colonists have been left to rot on the hostile surface of Eos. Find and scan them all to bring closure for family, loved ones, and the Initiative.

SITE 1: PROMISE: THEO J. HARWELL

Theo J. Harwell's body **(1)** is lying on the ground near the **operational energy storage unit** that can be scanned for Research Data. Scanning the first body starts the quest.

REMNANT MONOLITH: TEGAN C. AVANTE

Tegan C. Avante's body **(2)** is lying on the ground in front of a large boulder next to the first Remnant monolith. This is also where you meet Peebee for the first time.



SITE 2: RESILIENCE: GORDANUS TRENITUS

Find the body of a turian named Gordanus Trenitus **(3)** lying between two kinetic barriers.

SITE 2: RESILIENCE: PORTER M. WEST

Find the body of Operational Mayor Porter M. West **(4)** lying in the sand in the gully northeast of Site 2: Resilience.

SITE 2: RESILIENCE: THYSA YLAR

Find the body of Thysa Ylar **(5)** lying on a catwalk leading to the second floor of a building. Scan her.

REMNANT MONOLITH: AMIRA S. PAVLOV

Amira S. Pavlov's **(6)** body is near the south Remnant monolith. Her body is lying beside one of the monolith pillars, among other bodies that have already been identified.

KETT RESEARCH CENTER: DARIN T. ANTON

Daron T. Anton is in the kett facility **(7)** where you meet Drack for the first time. An autopsy was performed on his body while he was still alive. Find him in a back room behind an audio console containing the "Necropsy" **audio log**. You can also find the final component for the mission "The Secret Project" in this same room.

MASS EFFECT ANDROMEDA

Secondary Ops

Task: Nomad Shield Crafting

Mission Type: Additional Task

Prerequisite: Land on Voeld

Start Location: Voeld

Unlocking: Talk to the angaran mechanic

TALK TO THE ANGARAN MECHANIC

VOELD: ANGARAN RESISTANCE BASE HANGAR

Enter the Resistance base. Just inside the hangar to the left is an angaran mechanic **(1)** standing next to a large snow vehicle. Talk to him. He's impressed with the Nomad and shares some blueprints with you to upgrade your shielding (once you have the right components).

CRAFT THE SHIELD REGENERATOR AT A RESEARCH CENTER

The mechanic has given you the **Improved Shield Regeneration blueprint**. You need to craft it for the Nomad. Go to a research center, find the blueprint in the Nomad's Mod list, and develop the Improved Shield Regeneration. If you don't have the resources, complete this quest a little later into your exploration, after touching everything that enters your view.

MASS EFFECT ANDROMEDA

Secondary Ops

Task: Outlaw Weapon Crafting

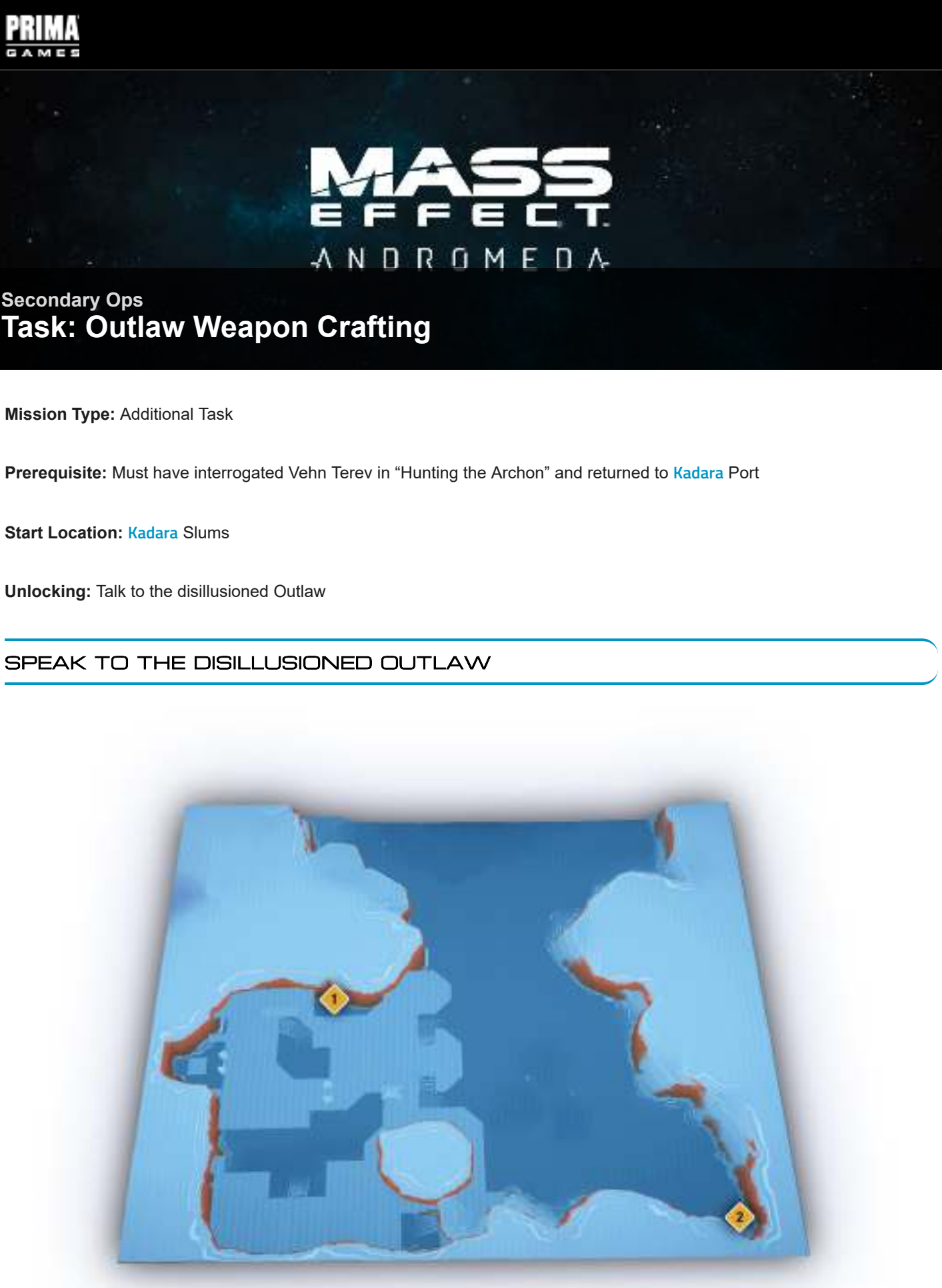
Mission Type: Additional Task

Prerequisite: Must have interrogated Vehn Terev in “Hunting the Archon” and returned to Kadara Port

Start Location: Kadara Slums

Unlocking: Talk to the disillusioned Outlaw

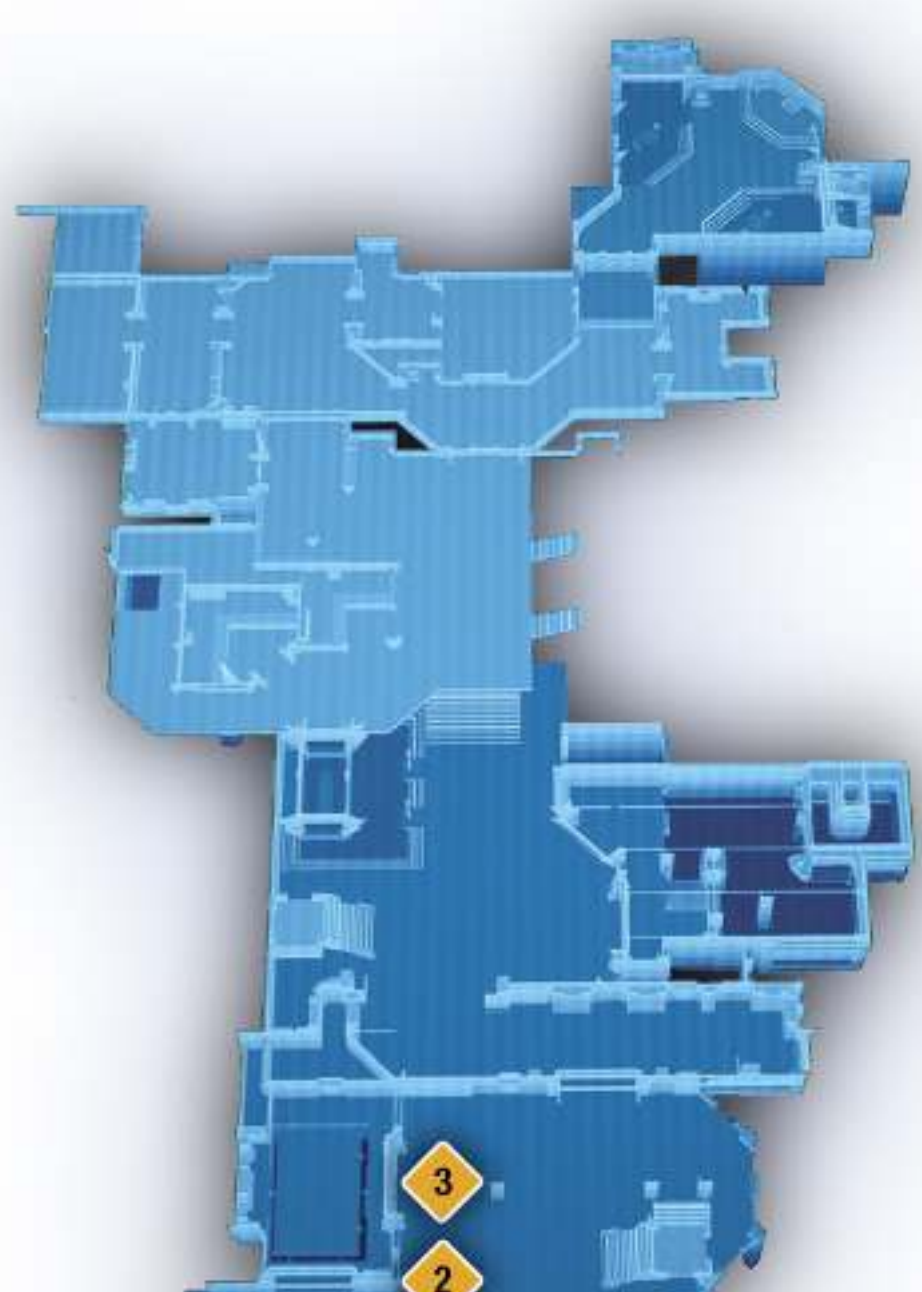
SPEAK TO THE DISILLUSIONED OUTLAW



KADARA SLUMS: TARTARUS BAR

Find the disillusioned Outlaw **(1)** leaning on the outside wall of the Kadara Slums bar, the Tartarus. She asks you to check out the Outlaw tech and materials. You need to craft one of the Outlaw weapons. Head to the transit controls **(2)** to get back to Kadara Port.

CRAFT THE WEAPON AT A RESEARCH CENTER



KADARA PORT

Don’t run off; as soon as you reach the port, a research center **(3)** can be found right in front of you. Craft either a **Sandstorm**, **Sidewinder**, or **Vanquisher** to complete the quest.

MASS EFFECT ANDROMEDA

Secondary Ops

Task: Outpost Supplies on Elaaden

Mission Type: Additional Task

Prerequisite: Aya is open to visitors; establish an outpost on Elaaden

Start Location: Aya

Unlocking: Talk to Merixus

TALK TO MERIXUS

AYA: DOCKS

Talk to Merixus **(1)** at the shuttle. He needs an angaran ionic filter to improve production of purified water on Elaaden. He isn't allowed into the city, and asks you to track down the filter for him.

You only need to talk to him once to start all of the **settled-planet collection quests**. So if you've already talked to him for "Task: Outpost Supplies on Eos," for instance, you don't need to speak to him again to start this quest.

ACQUIRE AN IONIC FILTER ON AYA

Talk to the aqueduct engineer **(2)** standing near the stairs behind the market.

In his inventory, purchase the **ionic water filters** for 350 credits.

DELIVER THE IONIC FILTER TO MERIXUS

Head back and give Merixus **(1)** the item, or wait until you have all his items for Eos, Voeld, and Kadara as well, and then deliver them all at once.

MASS EFFECT ANDROMEDA

Secondary Ops

Task: Outpost Supplies on Eos

Mission Type: Additional Task

Prerequisite: Establish the Prodromos outpost on Eos

Start Location: Aya

Unlocking: Talk to Merixus

TALK TO MERIXUS

AYA: DOCKS

Talk to Merixus **(1)** at the Aya shuttle dock after establishing an outpost on Eos. He wants Quilloa seeds.

ACQUIRE QUILLOA SEEDS ON AYA

Head to the market to visit the agricultural scientist **(2)** on the walkway facing one of the planters. Buy **Quilloa seeds** from his special inventory for 250 credits.

MASS EFFECT ANDROMEDA

Secondary Ops

Task: Outpost Supplies on Kadara

Mission Type: Additional Task

Prerequisite: Establish an outpost on Kadara

Start Location: Aya

Unlocking: Talk to Merixus

TALK TO MERIXUS

AYA: DOCKS

Talk to Merixus **(1)** at the shuttle. He needs angaran antibiotics for Kadara. He still hasn't been allowed into the city, and asks you to track down the antibiotics for him.

ACQUIRE ANGARAN ANTIBIOTICS ON AYA

INFIRMARY

Use the body scan outside the infirmary door to pass through security and enter, now sterilized. Talk to the assistant medic **(2)**. Purchase his **angaran antibiotics** for 450 credits.

MASS EFFECT ANDROMEDA

Secondary Ops

Task: Outpost Supplies on Voeld

Mission Type: Additional Task

Prerequisite: Establish an outpost on Voeld

Start Location: Aya

Unlocking: Talk to Merixus

TALK TO MERIXUS

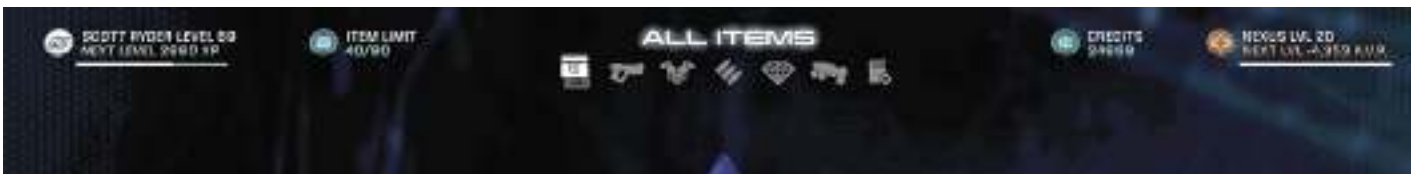
AYA: DOCKS

Talk to Merixus **(1)** at the shuttle. He needs a solar amplifier for Voeld. He still hasn't been allowed into the city, and asks you to track down the amplifier for him.

ACQUIRE A SOLAR AMPLIFIER ON AYA

Talk to the solar technician **(2)** standing on the outer walkway beside the market.

In his inventory, purchase the **solar amplifier** for 550 credits. This is getting expensive.



MASS EFFECT ANDROMEDA

Secondary Ops

Task: Past, Present, and Future

Mission Type: Additional Task

Prerequisite: Complete “Task: Forgotten History”

Start Location: Aya

Unlocking: Read email from Avela

READ AVELA'S EMAIL

TEMPEST

SPEAK TO AVELA

AYA

Avela sent you an email titled “I Found Something.” She says she discovered something from the relics you found and to meet her outside the Repository of History.

Find Avela **(1)** right where she said she’d be—outside the Repository of History. She appears relaxed as she leans on the walkway railing while gazing at the waterfalls. Talk to her. At every conversation option, there’s an opportunity to respond affectionately, which eventually leads to a kiss or two, but only if you decide you want Avela in your life—at least for the next few minutes.

MASS EFFECT ANDROMEDA

Secondary Ops

Task: Path of a Hero

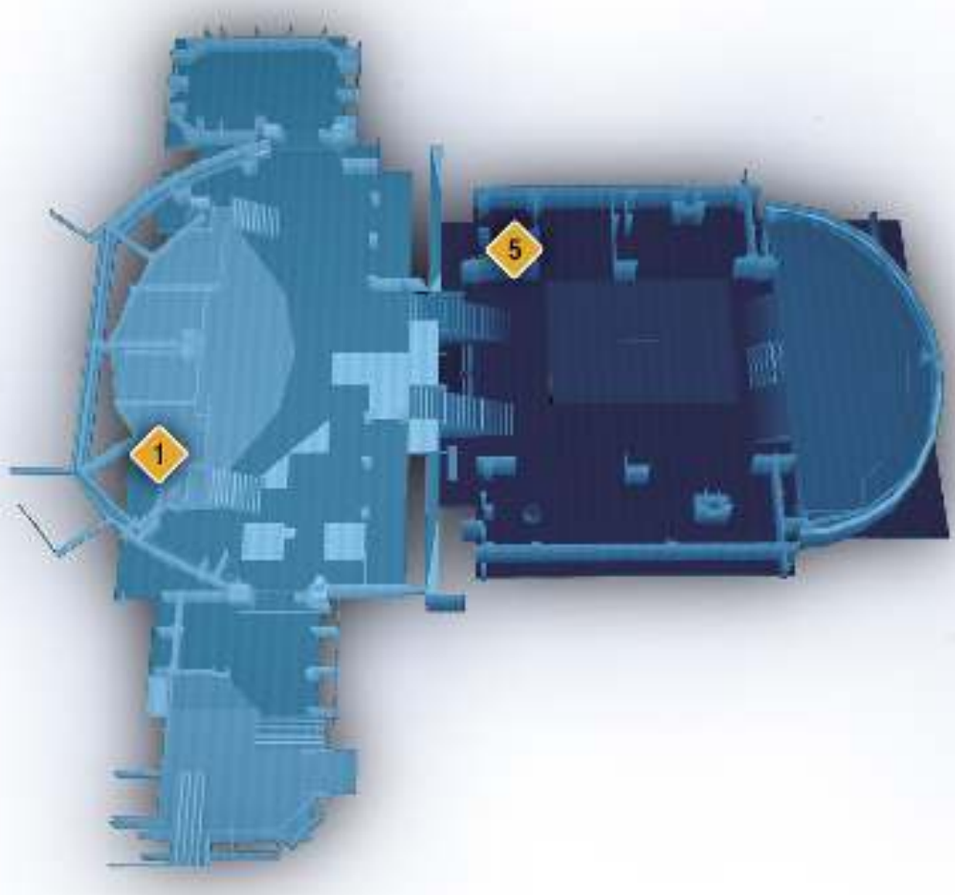
FEELING ROMANTIC?

You can hit on Keri at every meeting, and by the end of the game you can get a date with her, even if you're exclusive with another. That kind of thing happens in real life too…but it's kind of frowned upon.

READ EMAIL FROM KERI

After settling Eos, you receive an email from Keri to come talk to her on the Nexus about the successful mission. Read the "Free for an Interview?" email to begin the mission.

SPEAK WITH KERI ABOUT EVENTS ON EOS



NEXUS OPERATIONS: ADDISON'S OFFICE

After Mission 2, an asari journalist named Keri T'Vessa **(1)** wants to interview you for her documentary about current events. If you refuse the offer, Keri interviews Director Tann instead. These Heleus News Service reports are heard throughout the Nexus over the public audio system. The mission starts after you settle Eos. Find Keri at the front window of Nexus operations. She asks how you relax between missions. Have some fun with the responses; you can tell the truth or paint a rosy picture of how things are on each planet. Tann would rather you take a positive propaganda approach and is not pleased if you tell the truth.

SPEAK WITH KERI ABOUT THE ANGARA

After visiting Aya, you receive an email from Keri. She wants to do an interview with you on camera about the garden world of Aya. The email is titled “Can We Talk? (On Camera).”

NEXUS COMMON

When you talk to Keri **(2)**, she wants you to comment on first contact with the angara. If you flirt with her, she still continues with the interview. When she asks about settling on Aya, you can answer, “Maybe, with permission,” or “No. Aya belongs to the angara.” The latter is the truth.

Mission Type: Heleus Assignment: Nexus

Prerequisite: Establish a settlement on Eos

Start Location: Nexus Operations

Unlocking: Read email from Keri after returning from Eos

If you hit on her, the camera goes off, and she talks about a possible relationship after the documentary is done. You can ask if she’s still interested if you’re romancing someone else. She admits she would neither interfere nor tattle.

SPEAK WITH KERI ABOUT KADARA

After “Hunting the Archon” takes you to Kadara and you interrogate the prisoner, you receive an email from Keri. She wants some info on the exiles at Kadara. She has good sources.

NEXUS COMMON

After reading the email concerning an interview about Kadara, stop by and talk to Keri near the docks. Again, if you paint a rosy picture, Tann continues to praise you. You can lie about the exiles on Kadara and say, “They’re not the real threat,” or tell the truth and answer, “Yes. They’re still the enemy.”

SPEAK WITH KERI'S PRODUCER

NEXUS: DOCKS

Around Mission 5, you receive an email from the producer, Hakim. He says something's happened and wants to meet you on the Nexus. Head to the Nexus docks to find Harkim **(3)** there waiting to speak to you. He tells you that Keri has been locked up in the militia office, arrested for conspiracy to incite unrest. Take the tram **(4)** to operations.

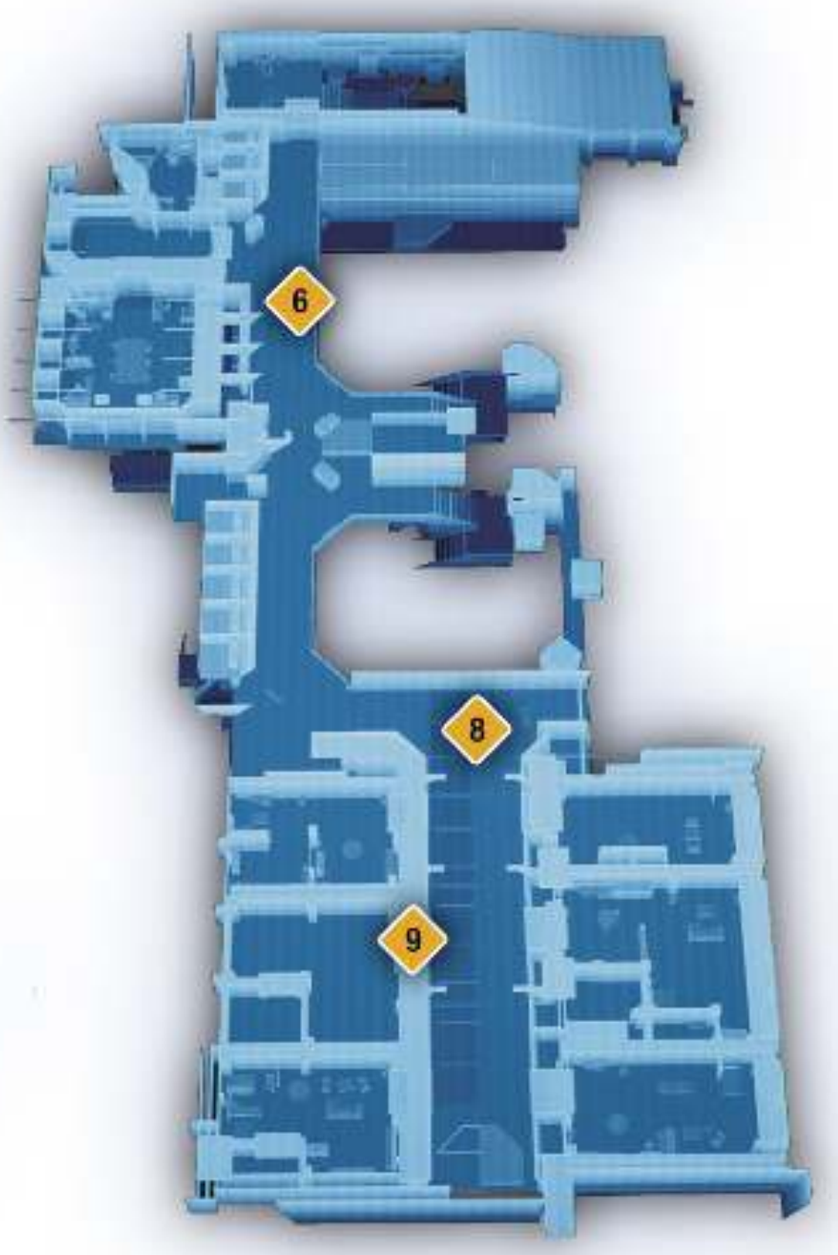
FIND KERI IN THE MILITIA CELLS

NEXUS OPERATIONS

Head to the cells in operations to find Keri **(5)**. Speak to her. She stands strong, yet you get a chance to cheer her up through conversation. She currently remains in jail but tells you that she'll contact you again if something comes up. This mission goes on hold until Keri's next interview slot.

SPEAK WITH KERI ABOUT THE REMNANT CITY

NEXUS COMMON: 2F



After you visit Khi Tasira, Keri sends an email titled “I’m Free.” It’s an invite to come see her at the Nexus to talk about the Remnant. You can find her **(6)** in the Common on the top floor overlooking the docks. Turns out her arrest was a clerical error. Don’t you just hate it when that happens? If you want to spread the truth, you can hand over SAM’s recordings of everything that happened in Meridian. It finishes out her documentary. She then starts hinting on vacation plans with you.

MEET KERI AT THE VORTEX

If you’ve been romancing Keri, you can head down to the Vortex and find her **(7)** waiting for you (no matter how fast you run there). Sit and talk with her. If you’re in another serious relationship, don’t worry; she talked with the bartender to signal if that person shows up. You can dig in and find out more about Keri during this encounter. Ask her about herself. Eventually she asks you to skip out of the bar, and when control returns to you, you’re leaving her apartment.

SPEAK WITH KERI ABOUT MERIDIAN

After completing the Primary Ops story quest, of course Keri **(8)** wants the exclusive. Go see her on the second level of the Nexus Common near the apartments. Speaking to her now finishes this quest, signaling that you've given her your last news report. You say a *possible* goodbye to a friend. You earn a small amount of AVP for completing this quest.

FIND KERI IN HER APARTMENT

NEXUS COMMON: 2F

Toward the end of the interviews, Keri may end up in her apartment, hiding from colonists angry about her documentary. If you've been sugarcoating the truth to make Keri like you, she locks herself in the apartment **(9)** until you talk her out. She says the documentary made Heleus seem too safe to the colonist viewers, and when they got there, they saw a different story. Naturally they started mobbing her. You need only share some of the blame and be nice to coax her out and complete the quest. How'd she get all that nonsense in her head anyway?

MASS EFFECT ANDROMEDA

Secondary Ops

Task: Pathfinder Armor Crafting

Mission Type: Additional Tasks

Prerequisite: Establish an Outpost on Eos

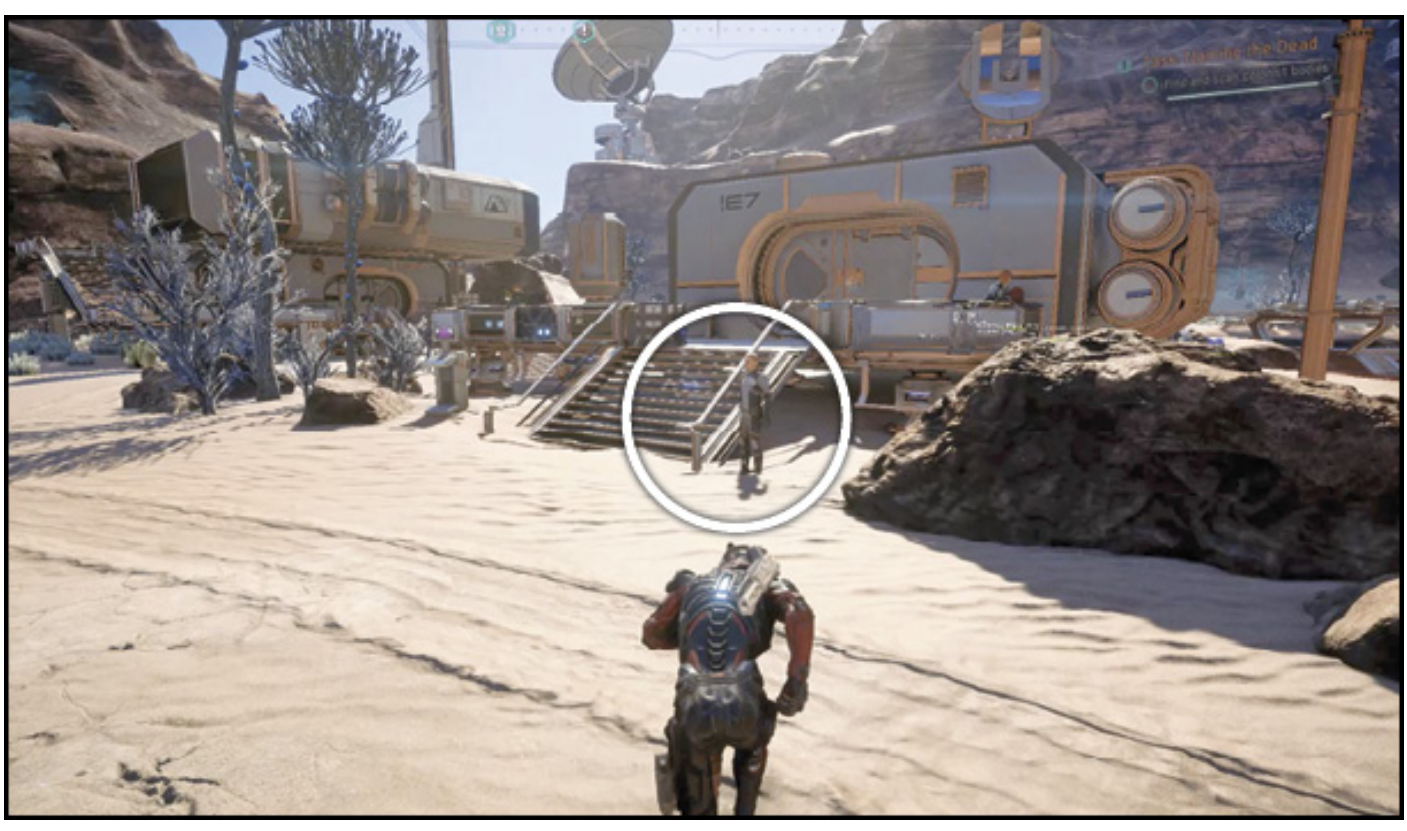
Start Location: Eos

Unlocking: Speak to Jacob Mittney

TALK TO JACOB MITTNEY

EOS: PRODROMOS

After settling Eos with Prodromos, talk to Jacob Mittney **(1)**, who's standing outside the nearest building facing the Tempest. He introduces himself as working for Research and Development. They've made a discovery for armor plating augmentation. He gives you the **Pathfinder Chest I blueprint**. All you must do is develop it.

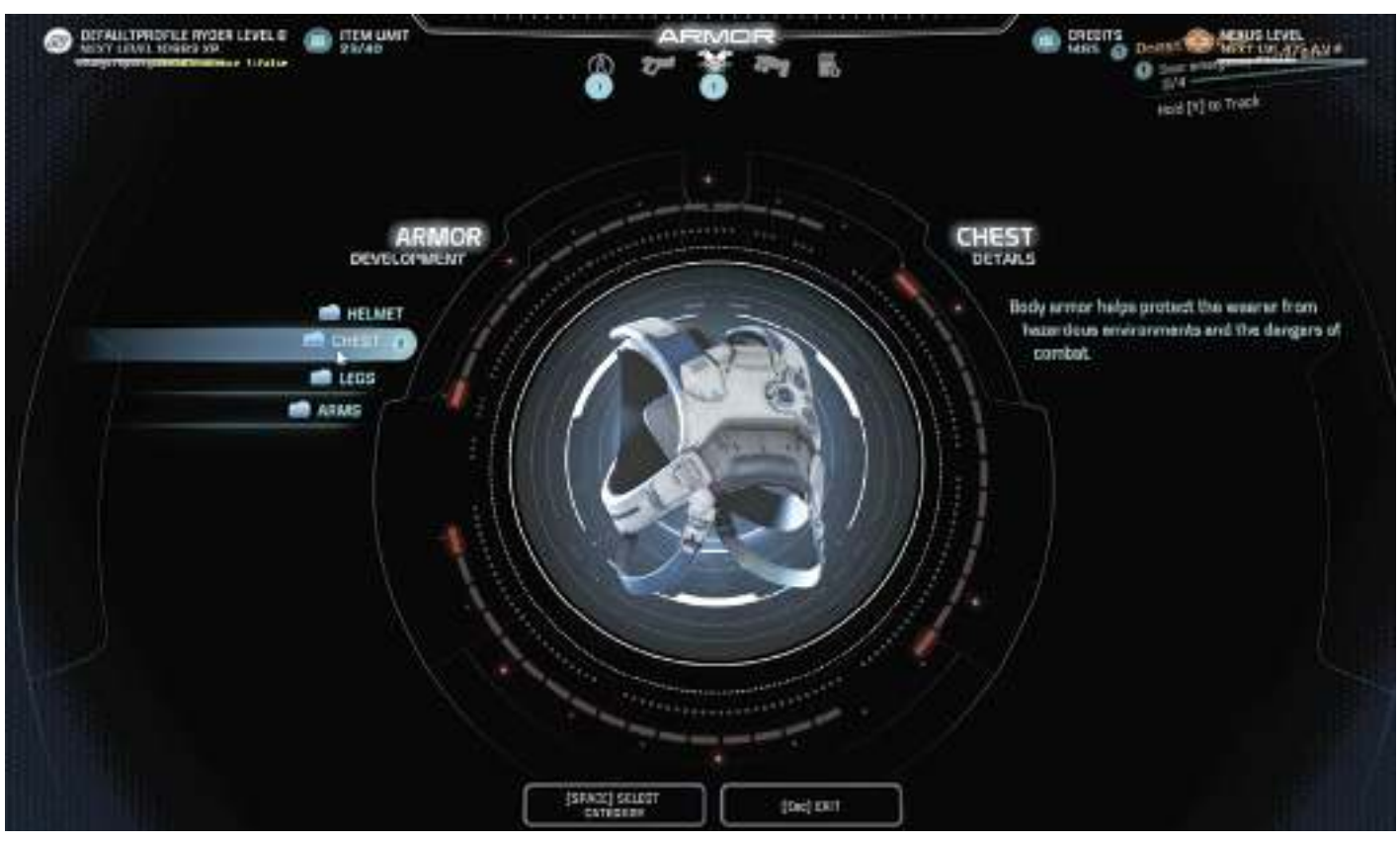


CRAFT THE PATHFINDER CHEST PIECE

You need to gather the necessary materials to craft a chest piece at a research center. Head into the Research Center **(2)** in Prodromos to see if you have what you need to develop it. This building is the one closest to the end of the Tempest.

Use the Research and Development terminal inside the building and access the Development interface. Select the Armor category and scroll down to "Chest." It costs you 40 xxx, 170 fluorite, 80 cadmium, and 20 platinum. If you don't have enough to cover the costs, return once you collect more of the required minerals.

In the Chest category, find Pathfinder Chest II. Select it. Choose augmentations for it if you can afford to. This is optional. Now select "Craft it." Confirm your choice and rename the piece if you wish. It's added to your inventory, and you complete this task as soon as you back out of the interface.



MASS EFFECT ANDROMEDA

Secondary Ops

Task: Programming a Pathfinder

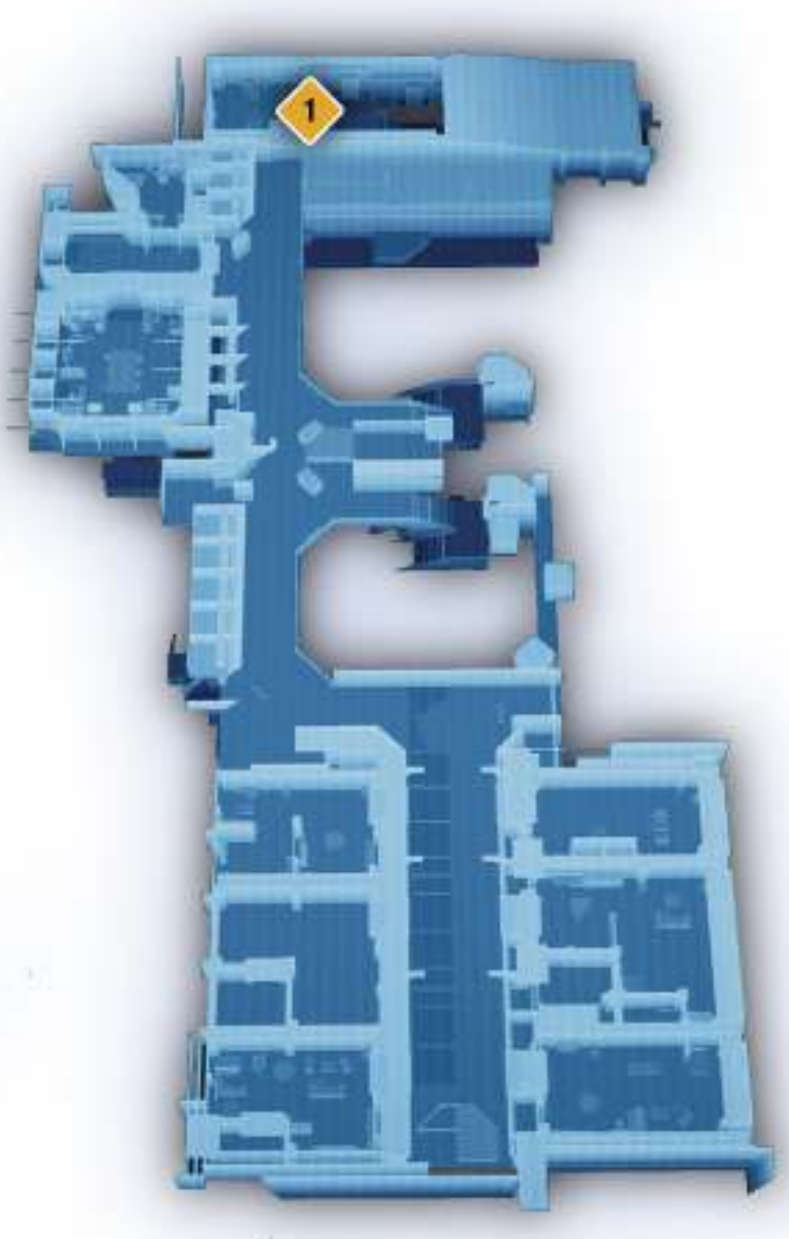
Mission Type: Additional Task

Prerequisite: Nexus Phase 2

Start Location: Nexus

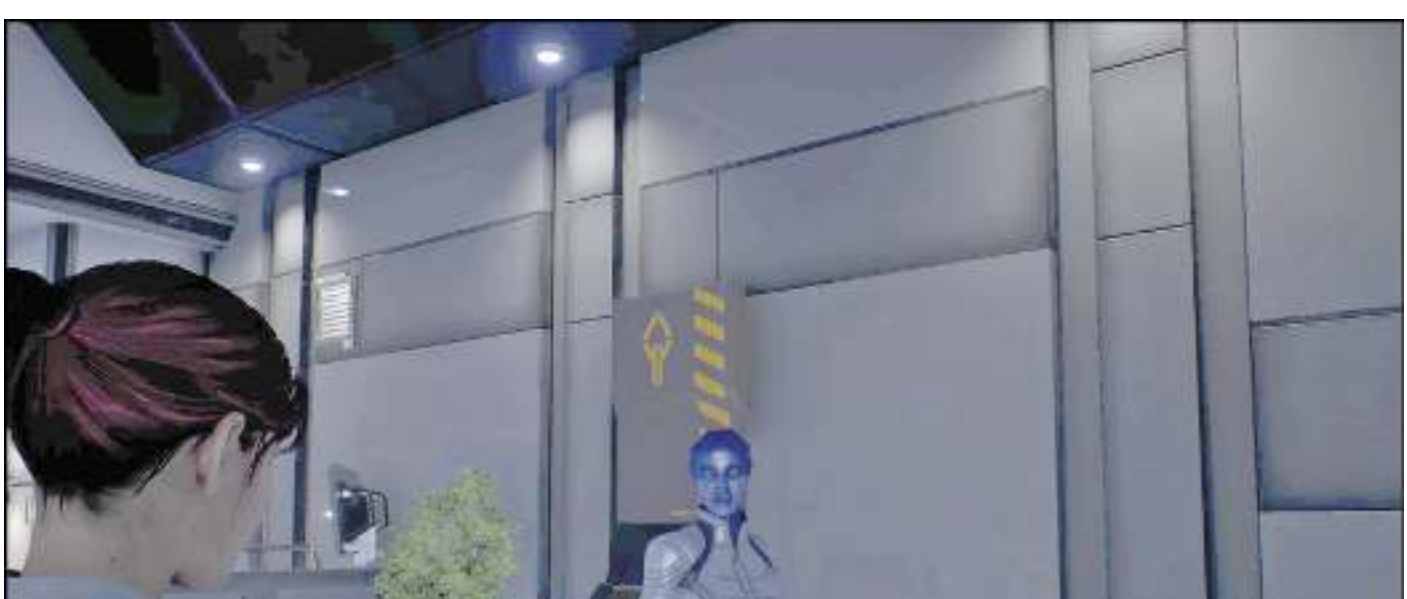
Unlocking: Talk to the cultural center liaison after settling Eos

SPEAK TO THE CULTURAL CENTER LIAISON



NEXUS: DOCKING AREA: CULTURAL CENTER

The Cultural Exchange's informational VI about Pathfinders is out of date. Talk to the cultural center liaison **(1)** at the top of the stairs on the second level. She tells you the new VI is meant to describe the role of a Pathfinder, and she would love for you to program it.



SPEAK WITH THE PATHFINDER VI

Speak with the Pathfinder VI **(2)** to reset it. You can choose a female or male voice, the Pathfinder's role, and whether to highlight your partner AI or your team (crew). Lastly, the focus of the message can be set to "Former Pathfinders" or "Career Advice." Confirm your settings and then talk to the VI to check out your program.

MASS EFFECT ANDROMEDA

Secondary Ops

Task: Remnant Data Cores

Mission Type: Additional Task

Prerequisite: Activate the Vault on Eos

Start Location: Any of the Remnant data core locations

Unlocking: Pick up a Remnant data core

EOS

ACTIVATE THE VAULT

The task begins once you leave the purification vault on Eos. Peebee will find the first data core, which will automatically be added to your quest inventory.

DEFEAT THE ARCHITECT ON EOS

You receive the second data core from the Remnant Architect on Eos. In order to defeat the Architect on Eos you will first need to access the secondary operation Making An Impression. Go and talk to Hainly Abrams to access this operation which requires the placement of three seismic hammers to disrupt the seismic activity on Eos. The placement of the the third and final hammer will begin the fight with the Remnant Architect. For more details see the Eos Architect Details section. All the Remnant Architects you defeat will provide one data core. Although you won't see the actual data core, it will automatically be added to your inventory.

VOELD

ACTIVATE THE VAULT

The next data core is in the Voeld purification vault. Note that you can only acquire it the first time you enter the vault. Interact with the remnant consoles to get it.

KETT OUTPUT DEVICES

The fourth data core is part of Task: Subjugation. You don't necessarily have to perform the task; you can go here at any time.

DEFEAT THE ARCHITECT ON VOELD

The fifth data core is part of the Voeld Remnant Architect. Get the Task: Missing Scientists from Priya Blake at the Voeld AI outpost. Follow the trail of evidence to discover what happened to the missing scientists. As you uncover clues about their disappearance you will also follow the path of their untimely deaths leading to an encounter with the Architect on Voeld. Defeat the architect to get this data core. For more details see the Voeld Architect Details section.

KADARA

ACTIVATE THE VAULT

The next data core is in the Kadara purification vault. This one is in the north section of the vault.

DEFEAT THE ARCHITECT ON KADARA

The seventh data core involves defeating the Remnant Architect is Kadara. The Architect is located in the far western portion of the map. For more details see the Kadara Architect Details section.

ELAADEN

ACTIVATE THE VAULT

The eighth data core is in the Elaaden purification vault. From the starting location, go to the room to the east. Just solve the remnant console puzzle to get the data core.

LOCATE THE OPTIONAL VAULT

The ninth data core is part of the Elaaden optional vault, located in the southwest portion of the map.

DEFEAT THE ARCHITECT ON ELAADEN

The tenth data core involves the Remnant Architect on Elaaden. To trigger this, you must find the remnant drive core and give it to Morda. After doing so, she will let you create an outpost on the planet. Defeat the Remnant Architect to get this data core. For more details see the Elaaden Architect Details section.

KHI TASIRA

The last data core is in Khi Tasira. Visit the research tower and interact with the console. After the blue walls drop, look to the right of the console to see another one on a different platform. Interact with it to open the door.

MASS EFFECT ANDROMEDA

Secondary Ops

Task: Research Center Development

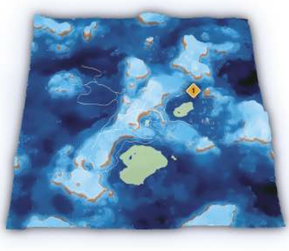
Mission Type: Additional Task

Prerequisite: Unlock Site 1: Promise Outpost research center

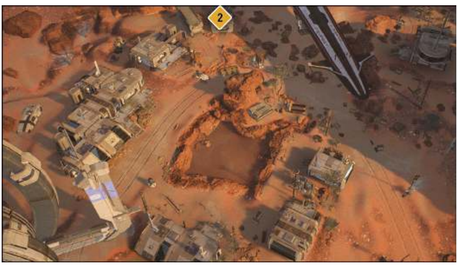
Start Location: Eos

Unlocking: During the Priority Ops mission "A Better Beginning," enter the research center at Site 1 on Eos

ACTIVATE THE TERMINAL



EOS: SITE 1: PROMISE



At Site 1 **(1)**, after returning power to the outpost during the Priority Ops mission "A Better Beginning," enter the research center **(2)**, which is the building closest to the parked Tempest. Activate the back-right corner terminal to power the research center.

COLLECT AREA RESOURCES AND CRAFT A WEAPON

If you've been scanning the many objects around Site 1, you should have enough Research Data to research a weapon. If not, get back out there, roam around with your scanner, and capture all the highlight-able objects the scanner finds. For example, **Initiative power pylons**, **hydro-evaluation station**, **habitat door**, and two **operational energy storages**. There's plenty of Research Data available to let you research a weapon without leaving Promise.

CRAFT A WEAPON

Next to the power terminal **(2)** is a research center device hanging from the ceiling. Use the Research interface to unlock weapon, armor, and augmentation blueprints from Milky Way, alien, and Remnant technology; and then use the Development interface to craft that item or upgrade using minerals you've collected. You need Research Data from scans to create blueprints, and minerals for crafting. To complete this task, simply create any weapon.

READY TO DEVELOP

When using the Research Center for the first time, you may find that you have very little Research Data for blueprinting. Luckily the objective is to simply create a weapon, and you should already have some ready-to-develop blueprints available. Switch over from Research to Development to find these ready-to-develop items.

Scroll through the many different weapon blueprints and check that you have the required number of minerals to craft the weapon you've selected. Use the Select Blueprint command and confirm your choice to start development. Rename the weapon if you'd like it to stand out more in your inventory. Make sure you have room for it to be added. This mission is complete when you back out of the menu and the weapon is added to your inventory. Completing this task earns you a new weapon and a fair amount of XP.

START DEVELOPMENT
Are you sure you want to develop the INCISOR I project?
It will be added to your inventory and available to equip via Loadout terminals.
INCISOR I
Confirm your choices [Enter] before continuing. To cancel, press [Esc]

MASS EFFECT ANDROMEDA

Secondary Ops

Task: Roekaar Manifestos

Mission Type: Additional Task

Prerequisite: Unlock Havarl

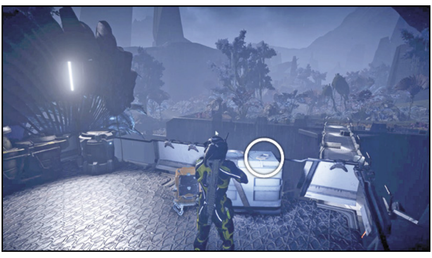
Start Location: Roekaar camp north of the Chasm of the Builders

Unlocking: Examine the Roekaar datapad on the top platform on the north side of the chasm bridge

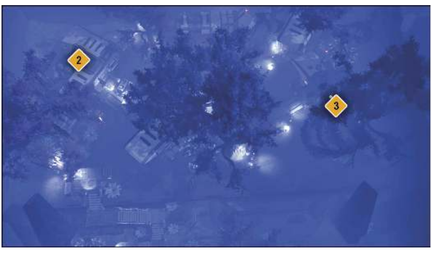
FIND SIX ROEKAAR MANIFESTOS ON HAVARL

ROEKAAR CAMP

Learn more about the Roekaar by collecting and examining their manifestos. Find the first one titled "Fire" on the top of the north bridge platform **(1)**, which is accessible after you find Zorai's heirloom during "A Dying Planet."



OLD PELAAV



In Old Pelaav, in the Roekaar encampment, find a **datapad** titled "Invasion" in one building **(2)**, and another **datapad** titled "Hope" in another building **(3)**.

CHASM OF THE BUILDERS

On your way to meet Taavos during "A Dying Planet," look for this cave on the left side at the end of the Chasm of the Builders. Inside you find a Galorn and the "Invasion" Roekaar **datapad(4)**.

ROEKAAR OVERGROWN CAMP

While you're finishing up "Overgrown" in the northeast Roekaar camp, find the "Conquerors" manifesto **(5)** on a crate in the middle of the camp.

THALDYR'S HOME

Grab this one during or after visiting Thaldyr during "Friend or Foe?" to unlock the building. The manifesto is on a table inside her house **(6)**. Take it to complete the quest

MASS EFFECT ANDROMEDA

Secondary Ops

Task: Running a Fever

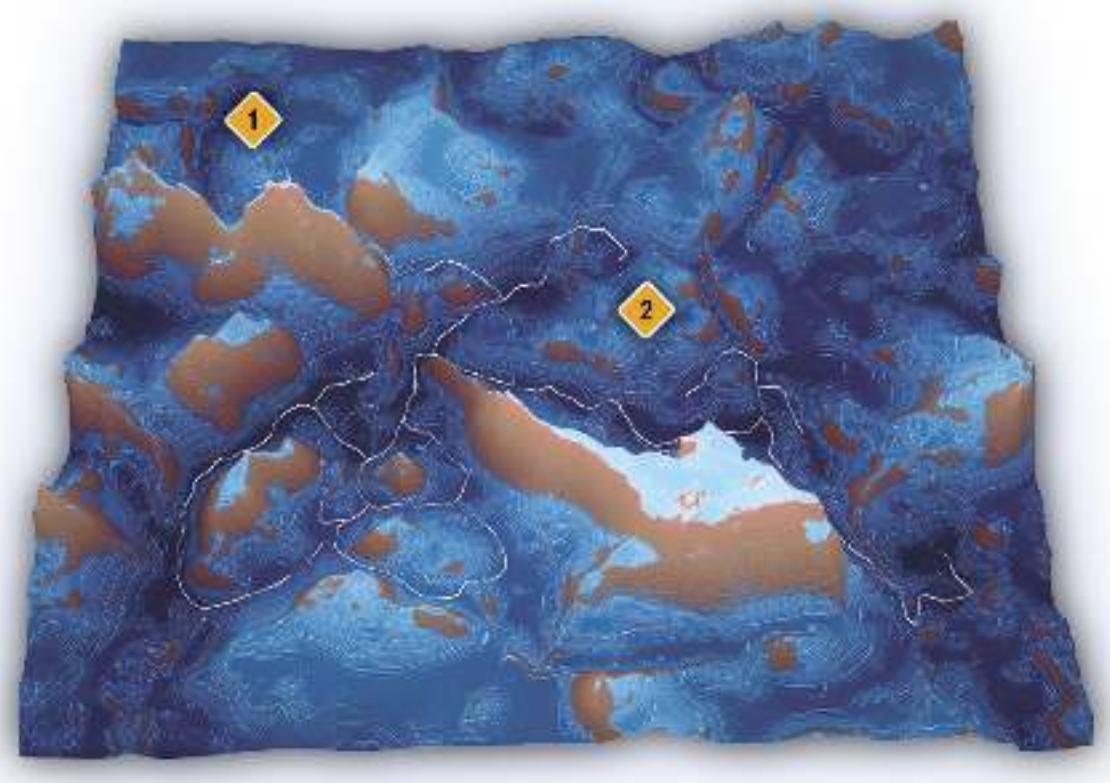
Mission Type: Additional Task

Prerequisite: Complete "Task: Herbal Entrepreneurs"

Start Location: Kadara

Unlocking: Examine the unknown plant

EXAMINE THE UNKNOWN PLANT



KADARA

At the end of "Task: Herbal Entrepreneurs," your buddies offer you some plants to take with you. Head to the inside garden behind the Outlaws and examine the unknown plant.

You discovered a plant that has antibiotic properties. It could heal the sick patient you met at the encampment of Nexus refugees hiding in the hills.

TAKE THE PLANT TO THE NEXUS REFUGEES

KADARA

This objective can be confusing if you're not already familiar with the "Task: Broken Family" crowd. When you get this objective, it's a knee-jerk reaction to head to the Nexus. Don't. The Nexus refugees are right here on Kadara; they're the refugees with "Broken Family" issues. Fast travel back to Haarfel using the nearby forward station, and enter the refugee hut **(2)**. Talk to the turian refugee who's helping the sick one in bed. Give him the medicine to save his life.

MASS EFFECT ANDROMEDA

Secondary Ops

Task: Save Dr. Okeer's Krogan Research

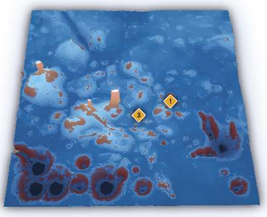
Mission Type: Additional Task

Prerequisite: Mission 3, unlock Elaaden and find the kett transponder on Kadara

Start Location: Elaaden

Unlocking: Talk to the krogan geneticist

TALK TO THE KROGAN GENETICIST



ELAADEN: NEW TUCHANKR

When Drack is with you, he—being a krogan and all—can help you make it past the main-entry gate guards **(1)** on the south side of the krogan colony, New Tuchanka. If Drack is not with you, he'll meet you at the door to talk the guards into letting you in. That's the benefit of having a krogan friend like Drack.

Once you're through the main gate, head left and talk to the krogan geneticist **(2)** behind the counter. She tells you that a terminal holding important krogan research from the famous Dr. Okeer was accidentally sold to a junker, Dr. Ganar doesn't need the terminal but insists that the data is important to the future of the krogan species. Agree to help, and he gives you the navpoint, the name of the scavenger he accidently sold it to, and the terminal identification.

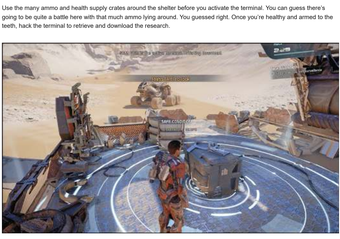
GO TO THE NAVPOINT PROVIDED BY DR. GANAR

LANGUISH

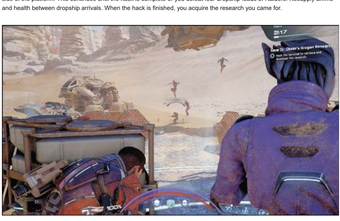
West of the Languish Forward Station is a gully where a research shelter sits in the middle of nowhere. Follow the navpoint **(3)** to this shelter and exit the Nomad.

HACK THE TERMINAL

Use the many ammo and health supply crates around the shelter before you activate the terminal. You can guess there's going to be quite a battle here with that much ammo lying around. You guessed right. Once you're healthy and armed to the teeth, hack the terminal to retrieve and download the research.



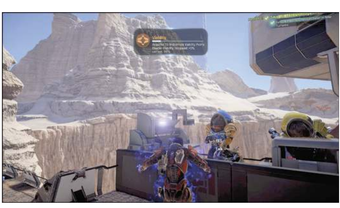
You're given 2:29 to hack the terminal. The longer you remain in the lit target zone around the terminal, the sooner the hack completes. Leave the target zone, and the hack goes on hold. One dropship flies into the area and drops four Raiders. Defeat them from cover within the hacking zone, and another dropship arrives shortly after and drops more Raiders on the opposite side of the platform. This continues until the hack is complete or you defeat four dropship-loads of Raiders. Resupply ammo and health between dropship arrivals. When the hack is finished, you acquire the research you came for.



RETURN THE RESEARCH TO DR. GANAR

NEW TUCHANKR

Next time you're back at the krogan colony, stop by and see the krogan geneticist to return the research. He can now continue Dr. Okeer's work.



MASS EFFECT ANDROMEDA

Secondary Ops

Task: Safe Journeys

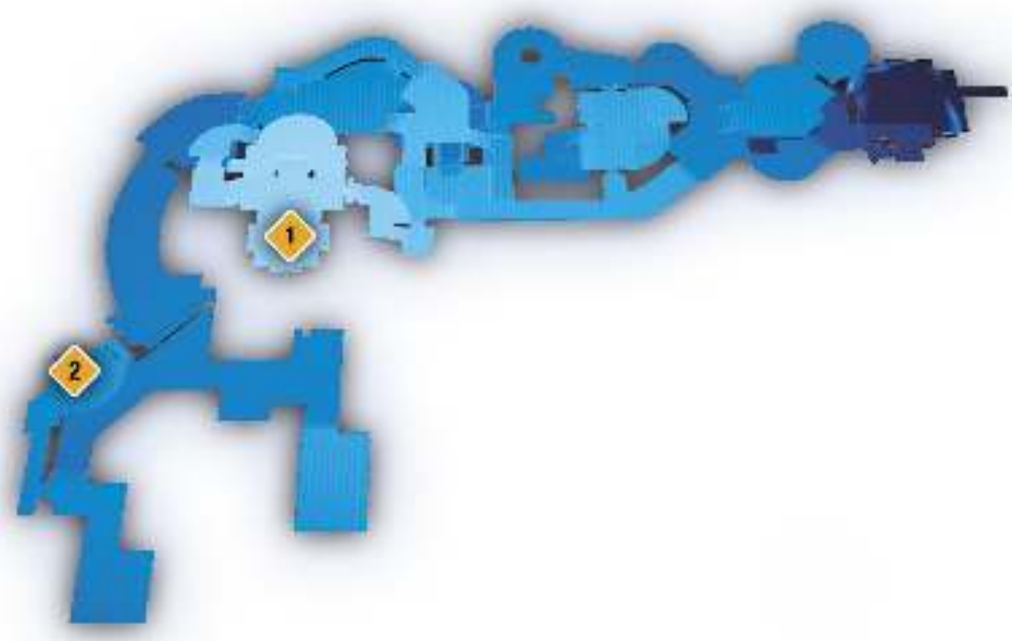
Mission Type: Heleus Assignment: Aya

Prerequisite: Andromeda Initiative Embassy opened on Aya

Start Location: Aya: Docks

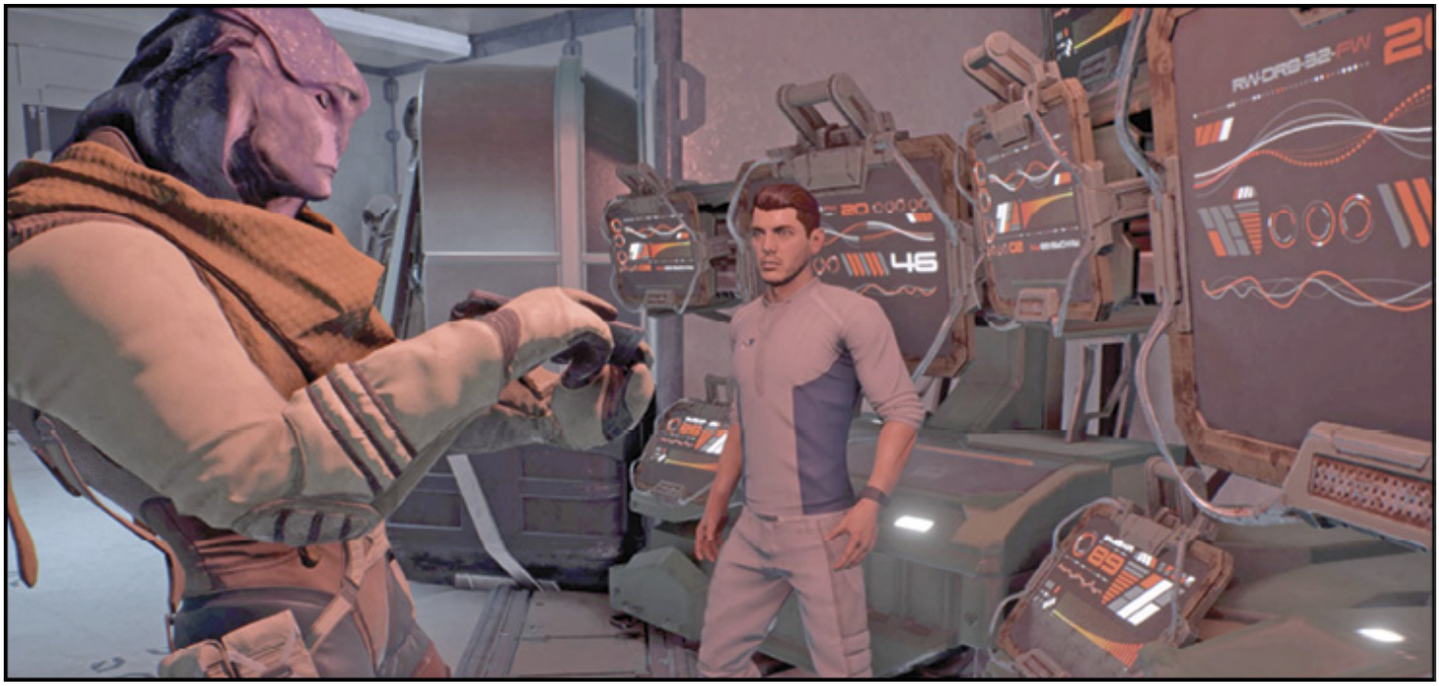
Unlocking: Speak to Maariko

SPEAK TO MAARIKO IN THE DOCK CAPTAIN'S OFFICE



AYA: DOCKS

Any time after the Andromeda Initiative Embassy **(1)** (with Ambassador Rialla) has opened on Aya, stop in at the captain's office at the docks and speak to Maariko **(2)**, who's working at a wall of computers in the back of the room. Maariko Darej is a chief voneraan (an astronomer) and wants your help finding lost satellites used to monitor the Scourge. Agree to help him with his search. If you're finished on Aya for now, head to the Tempest to start searching.



INVESTIGATE THE FIRST MISSING SATELLITE NAVPOINT

TEMPEST

ONAON

Remain in the Onaon system and perform a scan. Ignore the asteroid anomaly and scan the anomaly in the lower-right section beyond the outermost orbital ring. Zero in on the anomaly until you receive a green reticle. Shoot a probe at the targeted area in the Scourge.

Interact with the newly discovered **angaran satellite**. Use the scanner again when you move in close to the Scourge. You find nothing. Interact with the Scourge prompt to confirm your findings. Suvi comments that destruction would have left debris, which you're not detecting. She suggests searching another navpoint.

INVESTIGATE THE SECOND MISSING SATELLITE NAVPOINT

SABENG

Search the adjacent Sabeng system. Scan for anomalies to get a hit on an angaran satellite navpoint. Investigate it. Nothing. Follow the next navpoint.

INVESTIGATE THE THIRD MISSING SATELLITE NAVPOINT

JOBA

Travel to the Joba system. Scan for anomalies. You find one, and upon closer inspection, it turns out to be a **comms buoy**.

Suvi says it's a message buoy from an angaran ship. The angara came, didn't see anything, and left this marker for the Tempest crew. You assume the message was from the team the astronomer sent. Follow their navpoint to Eriksson.

TRAVEL TO THE ANGARAN VESSEL'S NAVPOINT

ERIKSSON

Enter the Eriksson system and do a scan. You find **starship wreckage**. Inspect it closely—it's an empty ship. No one inside is alive. Suvi downloads and analyses the logs. Scavengers got caught stealing satellites. The scavengers fought back, and the angara collided with the Scourge.

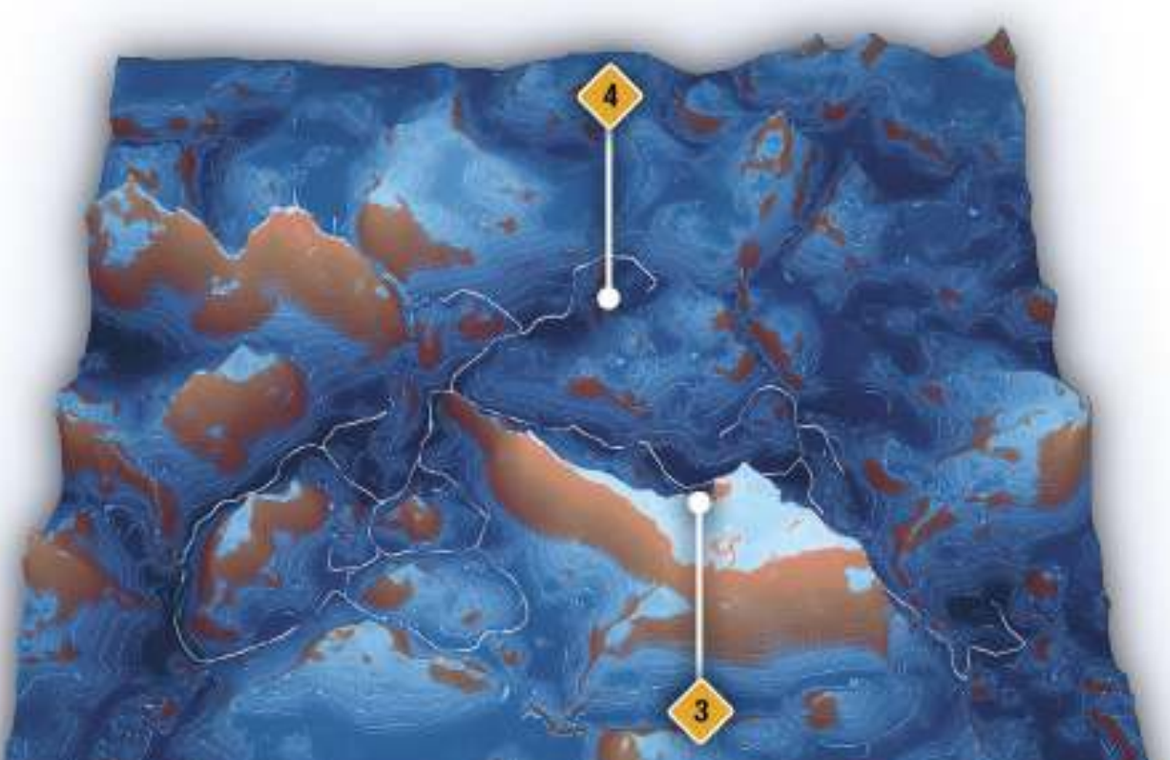
TRAVEL TO KADARA PORT

KADARA PORT

An exchange between you and Suvi fires when approaching Kadara. You're then directed to find the scavenger's camp. Stop in Kadara Port long enough to turn around and go down to the slums using the transit console.

FIND THE SATELLITE SCAVENGER HIDEOUT

KADARA



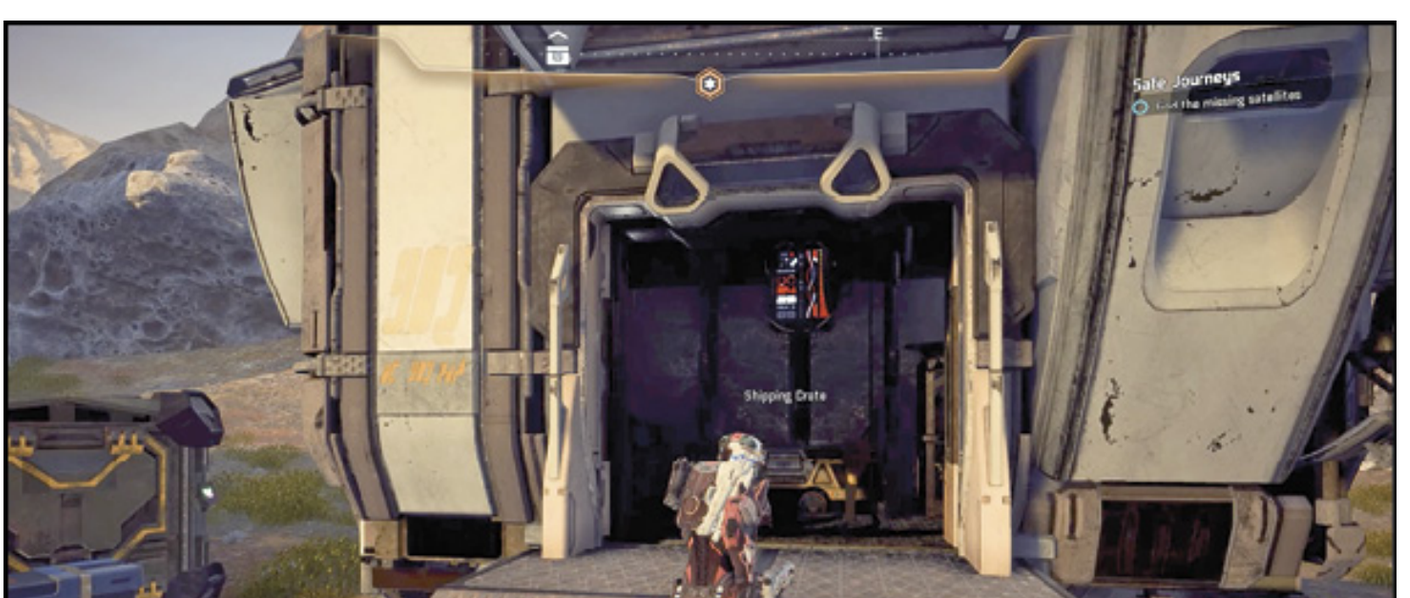
From the Kadara Slums **(3)**, use the forward station in Haarfel to fast travel. Your destination **(4)** is very close. If you don't have that station deployed, call it down when you reach the site.

DEFEAT THE SATELLITE SCAVENGERS

At the camp, defeat the many Scavenger Sharpshooters, Adhi, and Raiders. Once you take them all out (use the radar to make sure), you can then look for the missing satellites.

FIND THE MISSING SATELLITES

Enter the small building and find the shipping crate. The scavengers busted the satellites up into scrap.



RETURN TO MAARIKO

You can choose to tell Maariko the truth by admitting the exiles stole the satellites, or lie and tell him that angara were responsible for the theft. No matter how you answer, the outcome is the same for you. You receive XP, a small amount of AVP, and Aya **Viability** +2%

MASS EFFECT ANDROMEDA

Secondary Ops

Task: Searching for Morga

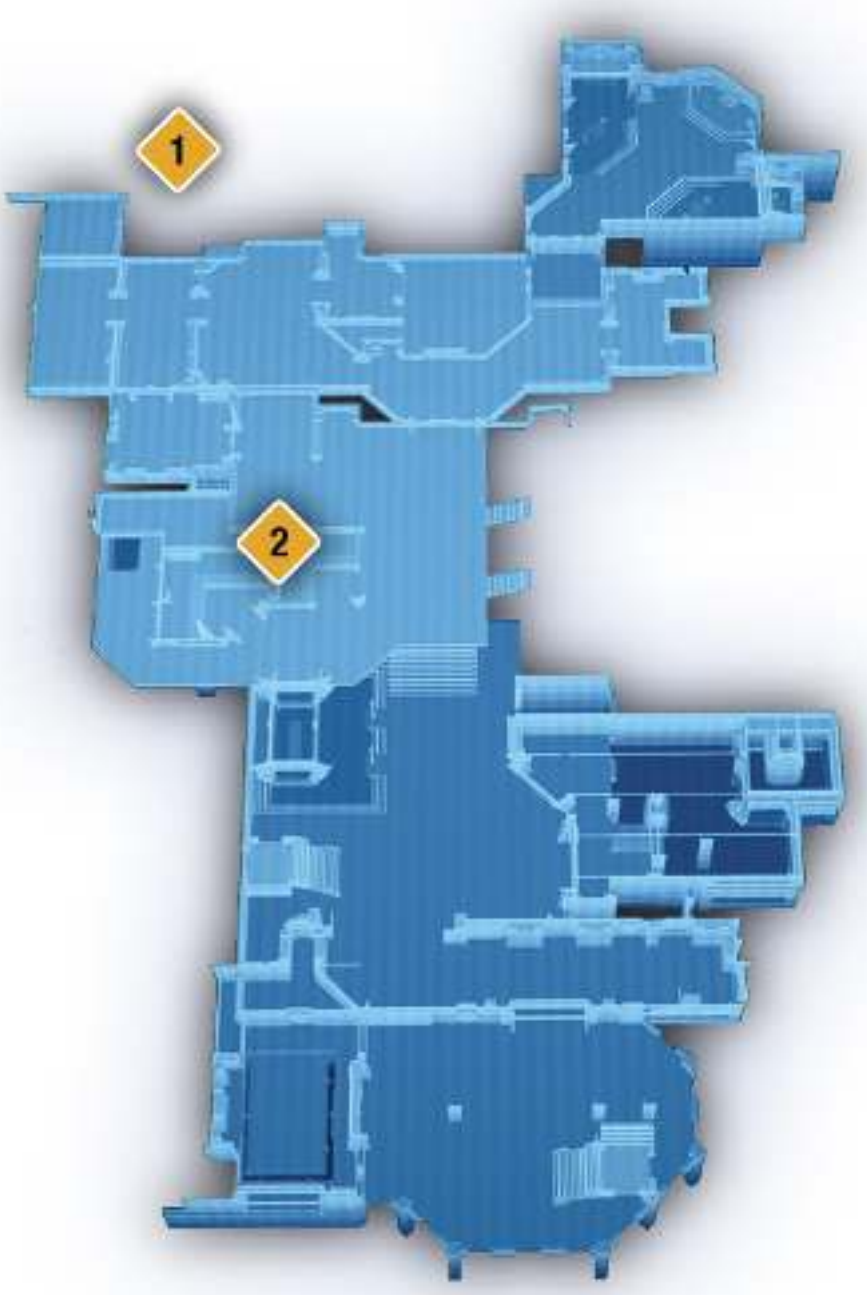
Mission Type: Additional Task

Prerequisite: Must have interrogated Vehn Terev in “Hunting the Archon”

Start Location: Kadara Port

Unlocking: Speak to Jataa

SCAN FOR SIGNS OF MORGA

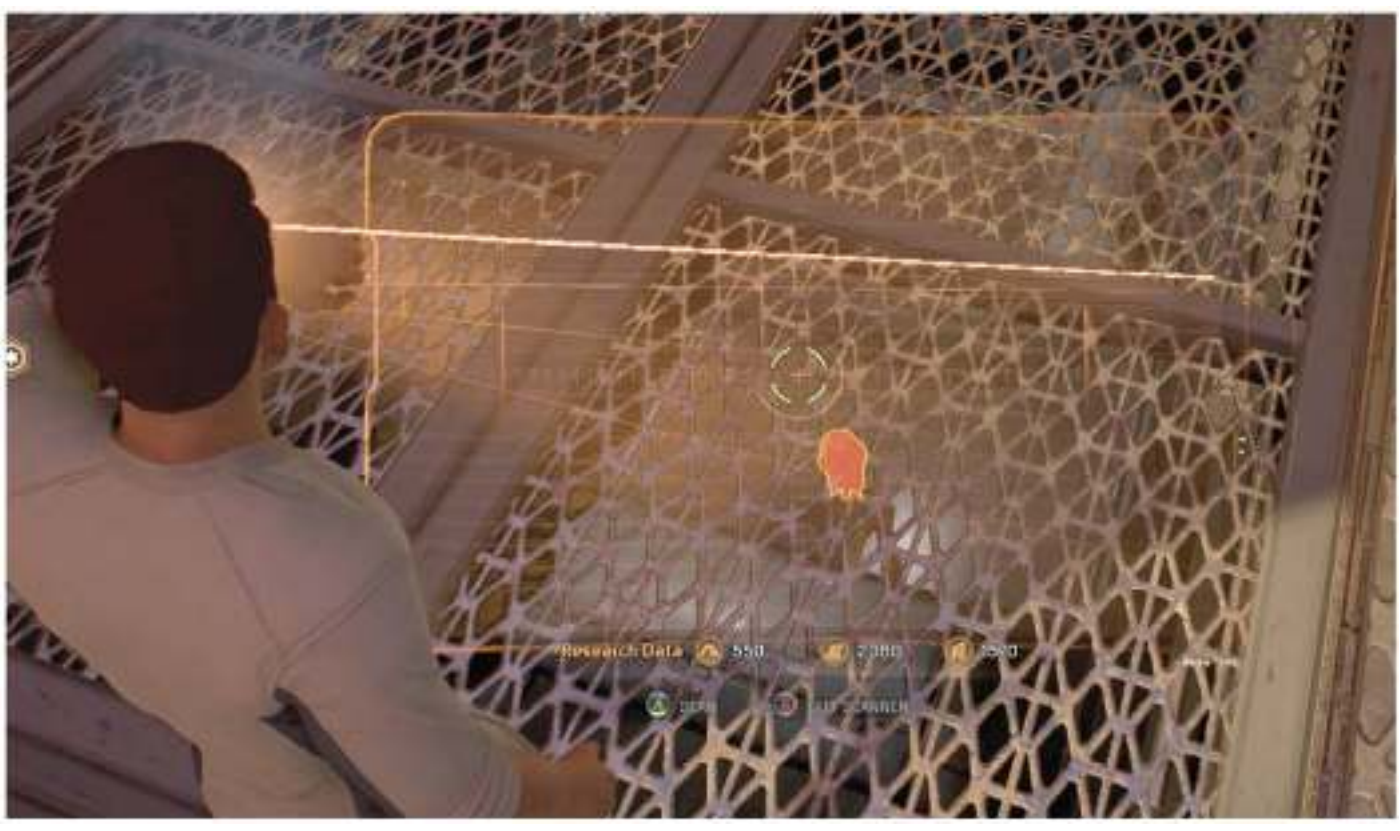


KADARA PORT

Speak to the distraught angara, Jataa **(1)**, to learn about her missing sister, Morga. Jataa to the left of the Outcast Headquarters’ guarded entry. Agree to help look for her sister, who’s been missing for three days.

SCAN FOR SIGNS OF MORGA

Head back toward the bar, pull up the scanner, and start scanning down at the ground—where one would look for someone who is missing. Walk over the grates **(2)** in the middle of the walkway in front of the bar to find Morga. In the sewage. Dead. She’s right next to the other Kadara murder victim. Kadara is not a great vacation destination.



RETURN TO JATAA

Return to Jataa **(1)** and deliver the bad news about her sister.

MASS EFFECT ANDROMEDA

Secondary Ops

Task: Subjugation

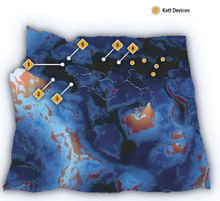
Mission Type: Additional Task

Prerequisite: Mission 2; must have traveled to Aya

Start Location: Voeld

Unlocking: Destroy one of the kett devices

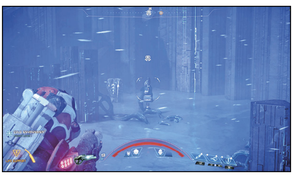
DESTROY FIVE KETT DEVICES



VOELD

The kett have attempted to weaponize the Remnant, with little success. To put a stop to their research, you need to destroy the kett's output devices. There are five total. Destroying any one of them begins this task. Find them as they randomly spawn at Remnant sites. Each device has a skull icon above it. Shoot the devices to destroy them. Expect various Remnant enemies at these locations.

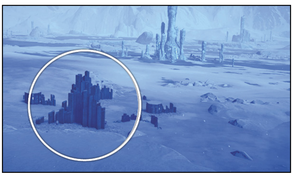
The devices spawn randomly at any number of static Remnant sites. You can often find them at the following locations: **(1)**, **(2)**, **(3)**, **(4)**, **(5)**. If you don't find them at the locations we've listed, keep searching the similar sites around Voeld. When you destroy the fifth kett device, SAM says the devices were transmitting data to a location on Voeld, and a nanpoint is set on a secret Remnant vault **(6)**.



KETT DEVICE 1

We found this Remnant site **(1)** consistently holds a kett device.

KETT DEVICE 2

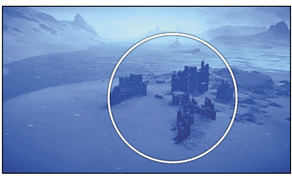


This Remnant site **(2)** is the closest to the angaran Resistance base, and we found it regularly holds a kett device.

KETT DEVICE 3

This Remnant site **(3)** with crashed ship parts sometimes holds a kett device.

KETT DEVICE 4



This Remnant site **(4)** near the north holding site has a high probability of containing a kett device.

KETT DEVICE 5

This small Remnant site **(5)** usually holds a kett device.

OTHER REMNANT SITES

If you're not having any luck finding the kett devices at the sites we've called out previously, check our map for other Remnant sites where the devices might spawn (see the orange dots on the map).

ENTER THE REMNANT FACILITY

Once you've destroyed five kett devices, the Remnant vault **(6)** hidden deep in an ice gully north of the Hjara station becomes accessible. Enter the vault and use the Gravity Well to get to the first chamber below.

ELIMINATE THE KETT

Eliminate the Chosen in the Gravity Well.

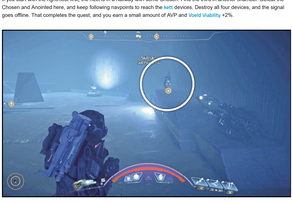
INVESTIGATE THE CONSOLE

Climb the back platform in the Gravity Well and use the kett console that sits next to an inactive Remnant console.

DESTROY ALL FOUR OUTPUT DEVICES

Follow the bent tunnel to the next chamber. Destroy the Destined and Chosen along the way. When you enter the large chamber, notice the four nanpoints going off in three directions. Each leads to a kett device you need to shoot and destroy (just like the ones outside).

If you start with the rightmost first, the next is in a hallway with some Chosen. Find the third in another chamber. Defeat the Chosen and Anointed here, and keep following nanpoints to reach the kett devices. Destroy all four devices, and the signal goes offline. That completes the quest, and you earn a small amount of AVP and Ivard Viability +2%.



MASS EFFECT ANDROMEDA

Secondary Ops

Task: Supply Loss and Recovery

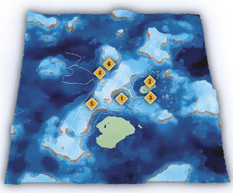
Mission Type: Additional Task

Prerequisite: Establish a settlement on Eos

Start Location: Eos

Unlocking: Interact with the terminal on the first floor of a two-story building in Prodromos

INTERACT WITH THE TERMINAL



EOS: PRODROMOS

MERCHANT

The woman standing at the end of this room is a merchant. You can purchase some weapons, mods, and armor from her.

In Prodromos, enter the first floor of the two-story building **(1)** closest to the Tempest. There are two terminals side by side; one starts this quest, and the other opens the quest "Waking up to the Future." On the first terminal is a **Prodromos supplies report** indicating that supplies headed for Prodromos have gone missing. Check the supply drop sites to uncover some information about what's happening. Acknowledge the report to start this task.

INVESTIGATE SUPPLY DROP SITES-SITE 2: RESILIENCE

SUPPLY DROP

Kill the Shemrys on the small peninsula near Site 2: Resilience, then scan the supplies **(2)** on the ground. SAM determines that local fauna or the Shemrys could have caused the crates to open. If you stop here and return to the terminal **(1)** where you picked up the mission, you can potentially end the mission early. However, there is more to this story. If you continue to search for more clues, you can find out who really broke open the supply crates.

FOUR GIANTS

SUPPLY DROP

Kill any Kaerkyn around this supply drop **(3)** in Four Giants, which is right beside the forward station. Scan the items in the sand to discover more evidence of robberies. You also find that bait is being placed to attract the bugs. More data is needed to discover who's doing this.

TWO POSSIBLE OUTCOMES: DON'T REPORT THE WILDLIFE

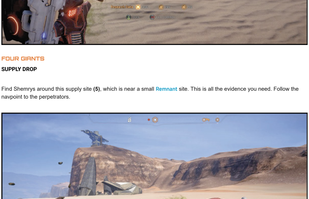
After the first supply scan, you have the option to report the wildlife as the culprit destroying the supply drops. However, for a second possible outcome, continue searching the supply drops without reporting back. You can discover something beyond the obvious.

OPTIONAL: INVESTIGATE OTHER SITES

THE SHERTOP

SUPPLY DROP

Find a supply drop near this forward station **(4)** not far from a buried monolith. Defeat the Shemrys and scan the supply remains in the dirt.



FOUR GIANTS

SUPPLY DROP

Find Shemrys around this supply site **(5)**, which is near a small Remnant site. This is all the evidence you need. Follow the navpoint to the perpetrators.

INVESTIGATE THE HIDEOUT

Follow the last navpoint **(6)** close to the forward station near the kett base. Drive inside the nearby basin containing the Remnant site. This way you can use some six-wheel-drive action to easily reach the high ledge.

Talk to Chase Gagnon. Outlaws from the Nexus want a second chance. Give them the second chance they ask for.

REPORT THE SMUGGLERS

Reports are part of all investigative work. Head back to the terminal **(1)** where you started this quest, but this time use it to end the task by sending the "Prodromos Supplies Report."

MASS EFFECT ANDROMEDA

Secondary Ops
Task: Test Subject

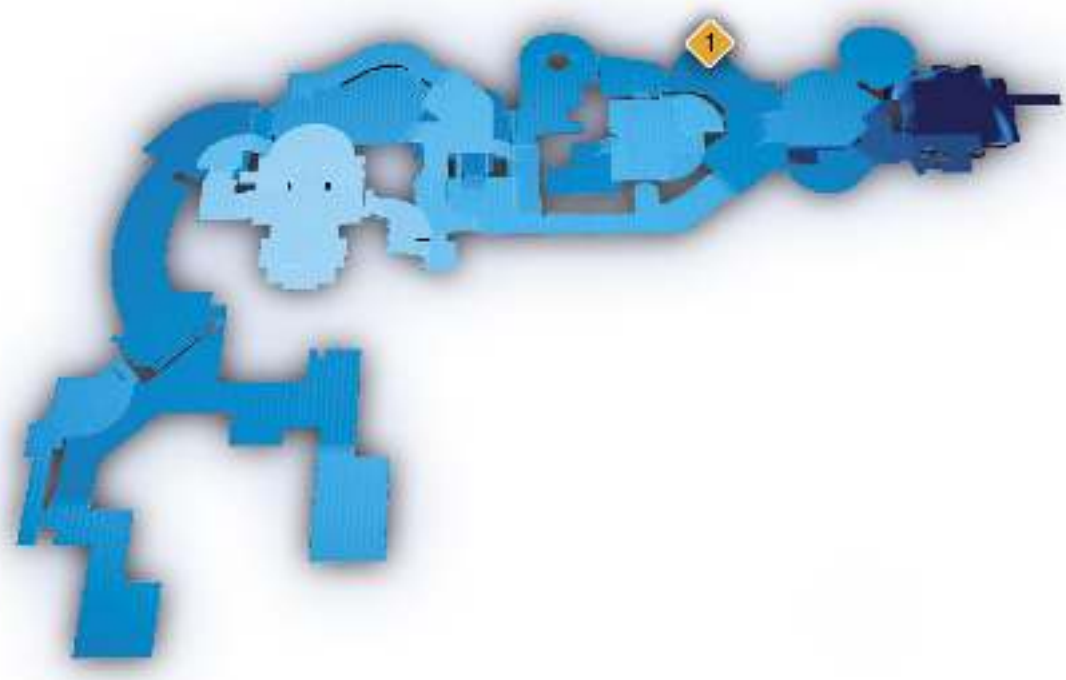
Mission Type: Additional Tasks

Prerequisite: Mission 3 or later

Start Location: Aya

Unlocking: The Moshae is rescued and Aya is open to visitors

SPEAK TO THE ANGARA WHO SCANNED YOU



AYA: RESISTANCE HEADQUARTERS AREA

The first time you pass through this area (where Jaal hangs out while gazing at the Aya landscape), an angara near the holographic message terminal invades your privacy by getting an unapproved scan of you. This *must* be against angaran laws and customs. Speak to Daanfre **(1)**, the one creepin' on you.

When you confront her, she admits to being extremely curious about you, being the alien species on *their* home world. She asks if you'd submit to a full-spectrum analysis of your biology. You can answer with "Let me scan you first" or "Who are you?" or "Go right ahead" or "What do you hope to find?" All answers lead to a scan and an invitation to more information. The task ends successfully after the initial conversation, and you earn a very small amount of XP. You can approach her again to get more information out of her. Talk to her about her job, your scan results, angaran survival, and her agenda.

MASS EFFECT ANDROMEDA

Secondary Ops

Task: The Angaran Initiative

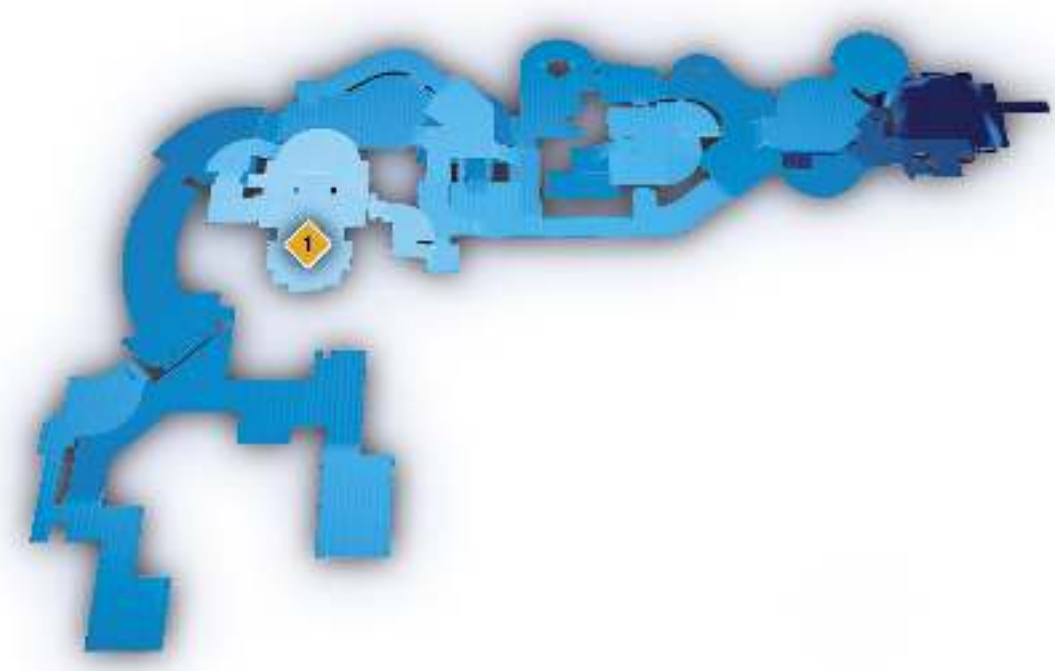
Mission Type: Additional Task

Prerequisite: Mission 4

Start Location: Aya

Unlocking: Talk to Ambassador Rialla

VISIT THE ANDROMEDA INITIATIVE EMBASSY ON AYA



AYA: ANDROMEDA INITIATIVE EMBASSY

Director Tann reports that the angara opened an embassy on Aya. Check in with the Initiative's representatives there to make sure things go smoothly. Talk to Ambassador Rialla **(1)** in the newly unlocked room off the governor's office on Aya. Speak to her enough, and she gives you the quest "The Vesaal."

MASS EFFECT ANDROMEDA

Secondary Ops

Task: The Ghost of Promise

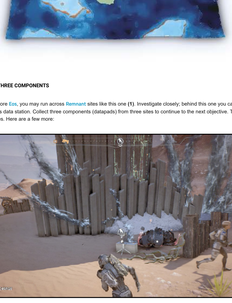
Mission Type: Additional Task

Prerequisite: Mission 2, land on Eos

Start Location: Eos

Unlocking: Find one of the researcher's stations

LOCATE THE RESEARCHERS STATIONS

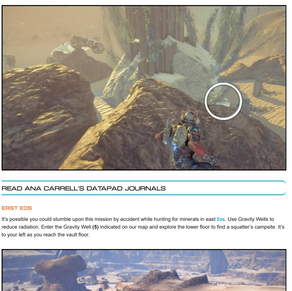


EOS

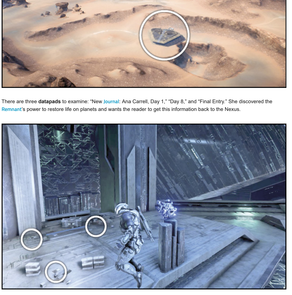
RECOVER THREE COMPONENTS

As you explore Eos, you may run across Remnant sites like this one **(1)**. Investigate closely; behind this one you can find a researcher's data station. Collect three components (datapads) from three sites to continue to the next objective. There are multiple sites. Here are a few more:

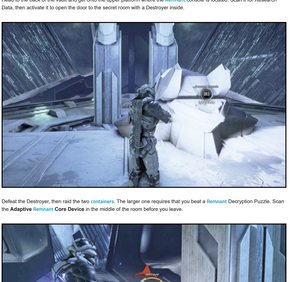
There's a station **(2)** near the forward station south of Site 2: Resilience.



There's a datapad **(3)** in a location by the side of a mountain road just northeast of the kett base. You see kett battling Remnant. Help them defeat each other and find the **datapad** on a crate. It's the researcher's notes.



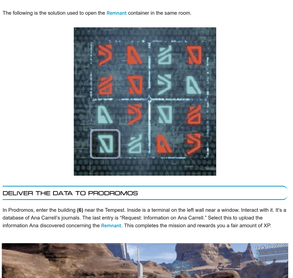
There's a **datapad(4)** south of the Remnant monolith lake (where Peebee finds rem-tech). It's at a Remnant site covered in Scourge energy pockets.



READ ANA CARRELL'S DATAPAD JOURNALS

ERIST EOS

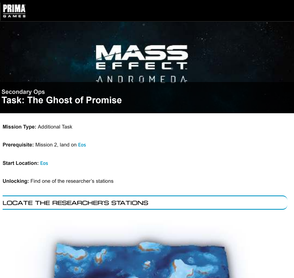
It's possible you could stumble upon this mission by accident while hunting for minerals in east Eos. Use Gravity Wells to reduce radiation. Enter the Gravity Well **(5)** indicated on our map and explore the lower floor to find a squatter's campsite. It's to your left as you reach the vault floor.



There are three **datapads** to examine; "New Journal: Ana Carrell, Day 1," "Day 8," and "Final Entry." She discovered the Remnant's power to restore life on planets and wants the reader to get this information back to the Nexus.

WHILE IN THE VAULT...

Head to the back of the vault and get onto the upper platform where the Remnant console is located. Scan it for Research Data, then activate it to open the door to the secret room with a Destroyer inside.



Defeat the Destroyer, then raid the two containers. The larger one requires that you beat a Remnant Decryption Puzzle. Scan the **Adaptive** Remnant **Core Device** in the middle of the room before you leave.

The following is the solution used to open the Remnant container in the same room.

DELIVER THE DATA TO PRODROMOS

In Prodromos, enter the building **(6)** near the Tempest. Inside is a terminal on the left wall near a window. Interact with it. It's a database of Ana Carrell's journals. The last entry is "Request: Information on Ana Carrell." Select this to upload the information Ana discovered concerning the Remnant. This completes the mission and rewards you a fair amount of XP.

MASS EFFECT ANDROMEDA

Secondary Ops

Task: The Model of the Spheres

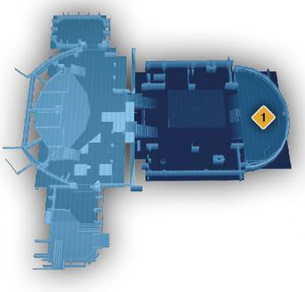
Mission Type: Additional Task

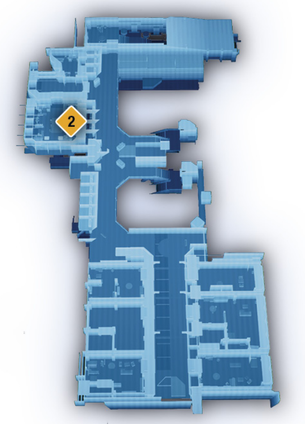
Prerequisite: Unlock the Tempest

Start Location: Nexus Operations or tech lab

Unlocking: Speak to Dr. Aridana

SPEAK TO DR. ARIDANA





NEXUS OPERATIONS

Initially, all the scientists are together in operations on the rear deck **(1)**. When the Common opens, you can find the scientists in the tech lab **(2)**. Speak to the scientists to open a collection task from each.

Speak to Dr. Adriana once to unlock "Missing Scientists," then again to unlock this challenge, "The Model of the Spheres." She says there are plans for a school underway, to inspire a new generation of young minds. For that, she wants to craft a model of the Heleus Cluster from the data you scan. She'll share her educational budget with you as payment.

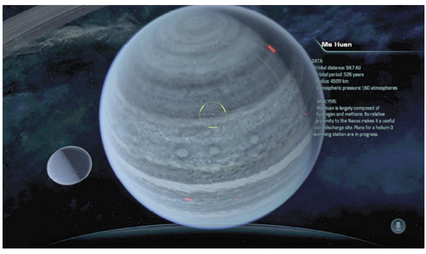
ACCESS THE TERMINAL

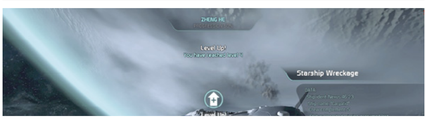
After speaking to each scientist, you must access the terminal **(1)** on the same operations deck where you first find the scientists. Here you confirm the quest from each. In this case, accept the challenge to scan planets by selecting "Cluster Model: Dr. Leynomi Aridana." This challenge involves the scanning of 50 planets across Heleus.

Final Proposal: Prof. N. Hawk et al
Geophysics VI: Beta Build
Cluster Model: Dr. Leynomi Aridana
Cluster Model: Dr. Leynomi Aridana
- The three initial system models will be complete by next week. We shall see our place in the world.
- Orbital variance for the Nexus: it must be corrected as construction corrects our orientation.
- A reminder:
Our daughters will not know steals
The six hundred years sleeping.
They will be born of Andromeda
And whatever is unfolding.
This cluster in its chaos
Was not welcoming.
But it matters less what we suffer here.

SCAN PLANETS ACROSS HELEUS

The best plan of action for this mission is to scan each planet in each solar system as you first visit that system. It only takes a few minutes, and you earn lots of XP and find some goodies to boot. This mission spans a good portion of the game but doesn't take as long as you might think. There are at least five spheres in each system. You can easily hit the 50-scan goal after visiting fewer than a dozen solar systems. You'll also be surprised how quickly you can level up by performing planet scans. Plus you can find some great items.





MASS EFFECT ANDROMEDA

Secondary Ops

Task: The Nexus Exchange

Mission Type: Additional Task

Prerequisite: The Andromeda Initiative Embassy must be open

Start Location: Aya

Unlocking: Speak to Ambassador Rialla

SPEAK TO RIALLA

AYA: ANDROMEDA INITIATIVE EMBASSY

Director Tann has suggested strengthening ties between the Initiative and Aya by allowing angaran volunteers to live on the Nexus. Several angara have expressed interest, and Ambassador Rialla **(1)** has tasked you with interviewing each candidate.

SPEAK TO YURAALT ABOUT MOVING TO THE NEXUS

REPOSITORY OF HISTORY

Talk to Yuraalt **(2)** in the museum. Try to convince him to move to the Nexus. You don't have much luck with that one. Try the next.

SPEAK TO HELRUUL ABOUT MOVING TO THE NEXUS

MARKETPLACE

Run over to the marketplace to find Helruul **(3)** on a bench on the sightseeing ledge. Try to convince him to move…to no avail.

SPEAK TO SAALRO ABOUT MOVING TO THE NEXUS

DOCKS

Head to the docks, continue all the way to the last shuttle dock, and speak to Saalro **(4)**. Try to get him to move to the Nexus. You got one! The mission is a success.

MASS EFFECT ANDROMEDA

Secondary Ops

Task: The Witnesses

Mission Type: Additional Task

Prerequisite: Complete Mission 5

Start Location: Tempest

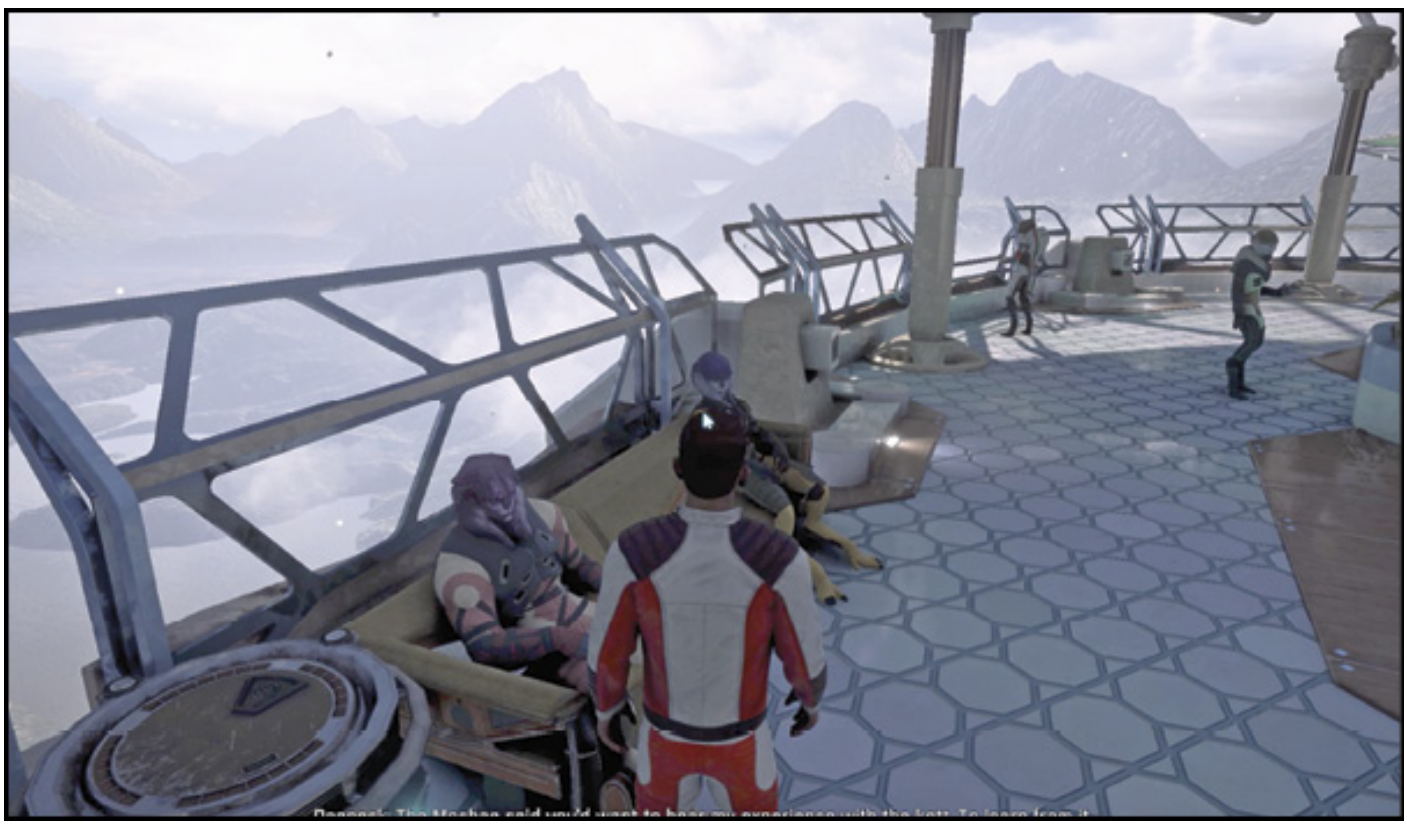
Unlocking: Read email from the Moshae

READ EMAIL

Read the email from Moshae Sjefa titled “Wisdom.” Moshae Sjefa urges you to speak with the few remaining angara on Aya who remember how the kett conquered their people. The Moshae believes these elders’ insights can aid the Initiative’s struggle against the kett.

SPEAK TO DAANESK ON AYA

Find Daanesk **(3)**, who’s also sitting on a bench on the higher walkway with the nice view. Talk to him.



SPEAK TO ANARET ON AYA

From the dock **(1)**, find Anaret **(2)** on a bench with a friend in the Memorial Gardens. Talk to her.

SPEAK TO VUHLREN ON AYA

Lastly, find Vuhlren **(4)** near Resistance Headquarters, also sitting on a bench. He’s alone. Speak to him to complete the quest. You earn a small amount of XP.

MASS EFFECT ANDROMEDA

Secondary Ops

Task: Traitor or Victim?

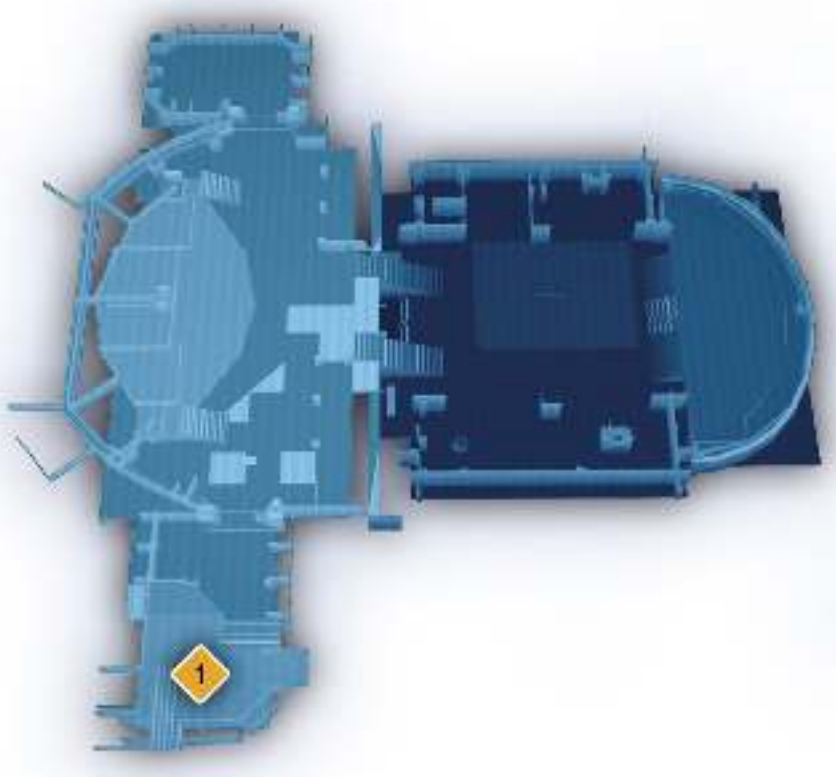
Mission Type: Additional Task

Prerequisite: Must have visited Kadara during “Hunting the Archon”

Start Location: Nexus Operations

Unlocking: Talk to Sellers

SPEAK TO SELLERS



NEXUS OPERATIONS: TANN'S OFFICE

Find Sellers **(1)** standing on the entertainment landing between the lower and upper floors in Tann’s office. He tells you his best friend has been missing since the revolts. The missing friend was involved with a woman who was exiled, and Sellers thinks she kidnapped him. His name is Sanjiv Clement, and the woman is Delaney Roos and is believed to be on Kadara.

FINISHED BEFORE YOU STARTED

If you happened upon the **datapad** on Kadara that’s linked to this quest—before you even had a chance to talk to Sellers to get this quest started—then when you talk to Sellers now, the quest completes, all without any serious investigation on your part.

FIND OUT WHAT HAPPENED TO CLEMENT ON KADARA

KADARA SLUMS

Sanjiv Clement has been labeled a traitor, but his friend is sure he was taken against his will by exiles. Sellers has asked for proof to help clear Sanjiv’s name. Now that you’ve made it to the Kadara Slums, look in the small nook **(2)** to the right of the slums bar to find the body of Sanjiv—dead in an alley.

To complete the mission, pick up the **datapad** titled “Sanjiv Clement: Last Words” next to the body. It’s a letter about his girlfriend, Delaney Roos. She took him from the Nexus against his will, and she and her exile friends beat him and left him there to die. This completes the quest.

MASS EFFECT ANDROMEDA

Secondary Ops

Task: Turian Salvage

Mission Type: Additional Task

Prerequisite: Mission 2, complete "Helping Havarl's Scientists" and "Turian Ark: Not Dead Yet"

Start Location: Havarl's turian encampment

Unlocking: Talk to Drusa after clearing the Roekaar from her camp

TALK TO DRUSA

HAVARL, TURIAN ENCAMPMENT

After saving Drusa and Avitus Rix from the Roekaar attack at their encampment during "Turian Ark: Not Dead Yet," find Drusa (1) standing near a cryo pod on the west side of camp. Speak to her to learn she needs you to find and tag bits of debris from Ark Natanus to prevent the Roekaar from getting their hands on new tech.

NOT DEAD YET WAITING

The mission "Turian Ark: Not Dead Yet" ends, and eventually the story continues in "Turian Ark: Lost but Not Forgotten." That story thread is not tied to the current task involving finding the debris on Havarl, but to advancing the Priority Ops story in "Hunting the Archon," where you interrogate a prisoner on Kadara. Leave Kadara and look for an email from Avitus, who points you to wreckage on Elaaden.

TAG NATANUS DEBRIS FOR REMOVAL ON HAVARL

See our map to find all nine hidden Ark Natanus debris locations. Scan the ground in these locations to find the glowing materials.

NATANUS DEBRIS 1

This debris (**1**) is the closest to the landing zone. Find it in the ground near a wall northwest of the central forward station. Raid the **container**.

NATANUS DEBRIS 2

Be prepared to fight some Roekaar Raiders when you approach the area where this debris (**3**) is found. It is at the top of a short hill near a large city wall.

NATANUS DEBRIS 3

Find this debris (**4**) below the forward station in the Chasm of the Builders. Be ready to face many Remnants in this area.

NATANUS DEBRIS 4

This debris (**5**) is located on the south side of a narrow stream on the side of a hill next to some boulders. Raid the **container** found among the debris.

NATANUS DEBRIS 5

This debris (**6**) is next to a wall southwest of the central forward station.

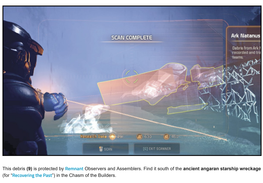
NATANUS DEBRIS 6

Find this turian ark debris (**7**) next to a small cave with a **container** inside. The debris is just southeast of the central forward station.

NATANUS DEBRIS 7

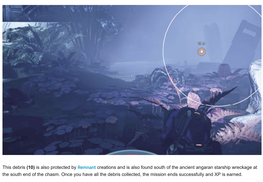
Find this debris (**8**) on a hill of purple flowers in the corner of two city walls.

NATANUS DEBRIS 8



This debris (**9**) is protected by Remnant Observers and Assemblers. Find it south of the **ancient angaran starship wreckage** (for "Recovering the Pod") in the Chasm of the Builders.

NATANUS DEBRIS 9



This debris (**10**) is also protected by Remnant creations and is also found south of the ancient angaran starship wreckage at the south end of the chasm. Once you have all the debris collected, the mission ends successfully and XP is earned.

Secondary Ops

Task: Unearthed

Mission Type: Additional Task

Prerequisite: Complete "Helping Havarl's Scientists"

Start Location: Havarl

Unlocking: Speak to Fleera at Mithrava Sanctuary

TALK TO FLEERA

HAVARL, MITHRAVA SANCTUARY

See "A Dying Planet" for information on how to reach the top of Mithrava Tower. Sage Fleera **(A)** in Mithrava Sanctuary tells you that upheaval in the jungles of Havarl often unearths Remnant devices that would otherwise remain buried. Studying these devices could reveal more information about Remnant technology. She wants you to find these devices.

COLLECT UNEARTHED REMNANT DEVICES ON HAVARL

You only need to collect eight of the many unearthed Remnant devices to complete the quest. Accordingly, we point you to eight of them. All the devices sit in glowing, tangled, leafless branches. When you find the first one, remember what it looks like. All the devices can be identified this way. You also get a bleeping on the radar when you get close to one without the scanner drawn.

UNEARTHED REMNANT DEVICE 1

This device **(1)** is under the Remnant vault rooftop—not inside the vault, but at the back cave wall. Find the device on the rocks at the back.

UNEARTHED REMNANT DEVICE 2

This device **(2)** is on some rocks near the wall and the sloped Remnant support column in north Central Wilds.

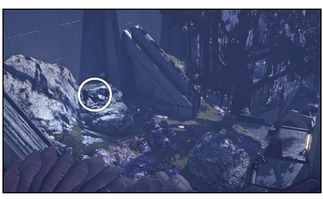
UNEARTHED REMNANT DEVICE 3

This device **(3)** is on the ground near some rocks just east of the Pelaav Research Center's Forward Station.

UNEARTHED REMNANT DEVICE 4

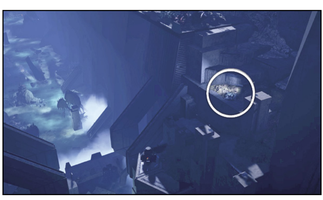
This device **(4)** is in some rocks near the landing zone.

UNEARTHED REMNANT DEVICE 5



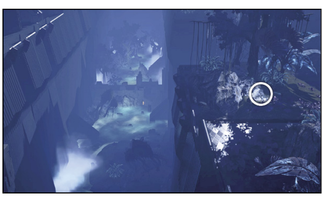
This device **(5)** is up high on a rock climb on the left wall of this north Central Wilds pathway.

UNEARTHED REMNANT DEVICE 6



This device **(6)** is on a lower platform (steps) on the west chasm wall.

UNEARTHED REMNANT DEVICE 7



This device **(7)** is on some rocks near a large tree on the west side of the chasm, very close to the edge.

UNEARTHED REMNANT DEVICE 8

This device **(8)** is on the Remnant ledge in the southwest corner of the ancient courtyard. Again, collect eight devices to complete the quest.

MASS EFFECT ANDROMEDA

Secondary Ops
Task: Volatile

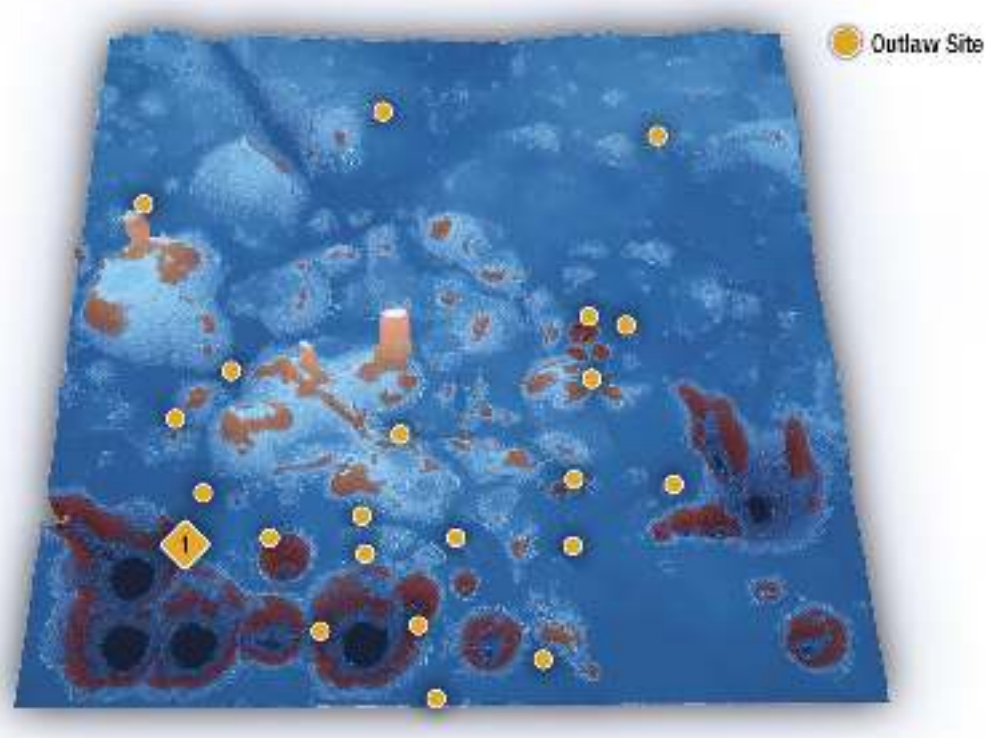
Mission Type: Additional Task

Prerequisite: Access to Elaaden

Start Location: Elaaden

Unlocking: Destroy a volatile canister

DESTROY THE VOLATILE CANISTERS

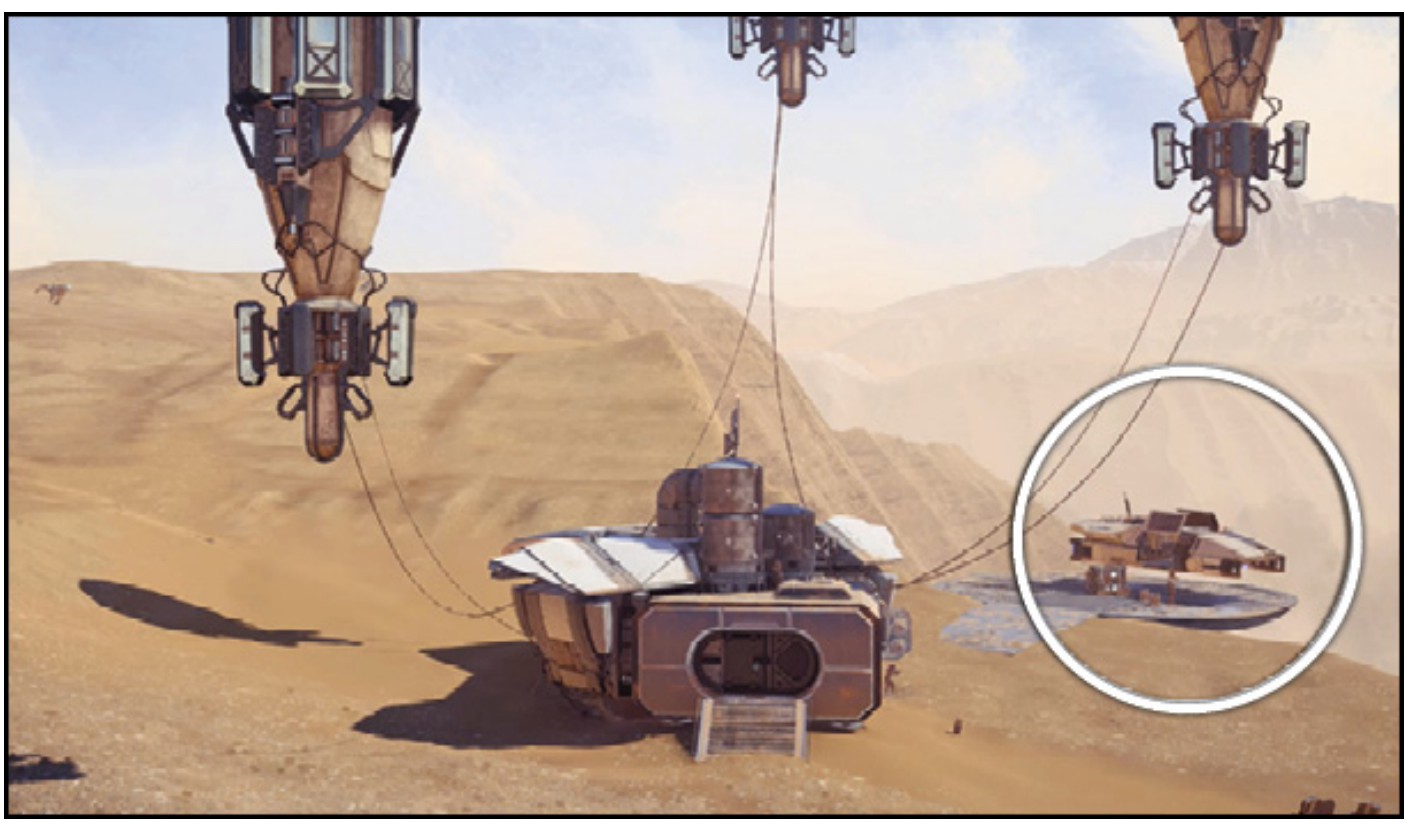


ELAADEN

The volatile canisters appear randomly at any of numerous Outlaw camps. We've marked most of the potential locations on our map. Visit them all until you find four volatile canisters. They have skull icons above them. Shoot them to destroy them. After the fourth volatile canister is destroyed, SAM tracks all of them to a single location in the southwest.

FOLLOW THE NAVPOINT

SAM extracts a navpoint **(1)** from the tracking signals placed on explosive canisters. Following it could enable you to determine what the scavengers are planning.



DESTROY THEEXPLOSIVE STOCKPILE

When you reach the Outlaw outpost **(1)**, don't run into the building. Instead, run up to the landing pad and shoot the explosive canisters near the shuttle. Destroying the canisters destroys the shuttle and completes the quest.

MASS EFFECT ANDROMEDA

Secondary Ops

Task: Waking Up to the Future

Mission Type: Additional Tasks

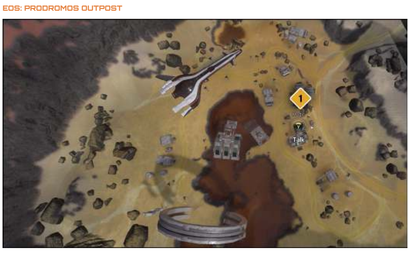
Prerequisite: Establish an outpost on Eos; must have visited Aya

Start Location: Eos

Unlocking: Interact with the terminal on the first floor of a two-story building in Prodromos

INTERACT WITH THE TERMINAL

EOS: PRODROMOS OUTPOST



In Prodromos, enter the first floor of the two-story building **(1)** closest to the Tempest. There are two terminals side by side; one opens another task, and the other opens this one. Read the message on the second terminal. The family of Darket Tiervian, a turian still in cryo, are asking that she be allowed to join them instead of waiting for a future cryo block deployment.

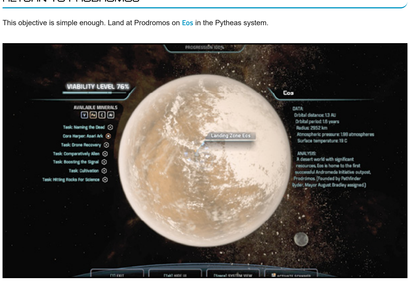
SPEAK WITH ADDISON'S ASSISTANT

NEXUS OPERATIONS

Find Vladimir Brecka **(2)** aboard the Nexus in operations; he's standing next to the cryo pod console. Talk to him about getting Darket Tiervian out of stasis. He says the deployment begins shortly.

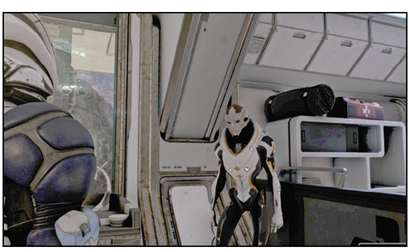
RETURN TO PRODROMOS

This objective is simple enough. Land at Prodromos on Eos in the Pytheas system.


VIABILITY LEVEL 75%
AVAILABLE BOUNDS
Task: Naming the Dead
Core Hunger: Asari Ark
Task: Drone Recovery
Task: Comparatively Alien
Task: Boosting the Signal
Task: Cultivation
Task: Hitting Rocks for Science
Core
DATA
Orbital distance 13 AU
Orbital period 18 years
Radius 2922 km
Atmospheric pressure 180 atmospheres
Surface temperature 18 C
ANALYSIS
A desert world with significant resources. Eos is home to the first successful Andromeda Initiative outpost, Prodromos. [Founded by Pathfinder Ryder (Bryan Augusti Bradley assigned)]

TALK TO DARKET TIERVIAN

Head back to the same building where you started this job and talk to Darket Tiervian **(1)**; she's in the same room on the first floor. She wants to reward you for waking her from stasis early. She says in a past life she was an expert in tactics. She suggests the kett are drifting supplies in orbits around planets. She gives you some navpoints to some anomalies.



FIND KETT CACHES IN SPACE

TEMPEST

Secondary Ops
Task: Watchers

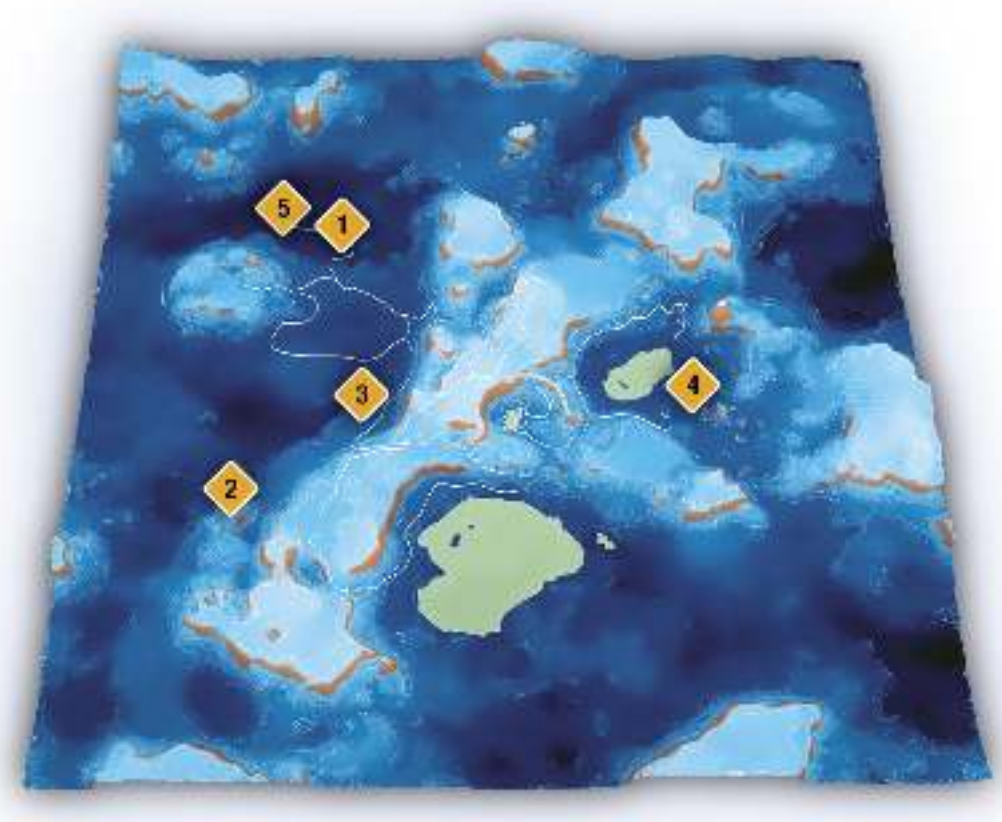
Mission Type: Additional Tasks

Prerequisite: Land on Eos

Start Location: Eos

Unlocking: Destroy a kett surveillance device

FIND AND DESTROY KETT SURVEILLANCE DEVICES



EOS: PRESSON DUNES

You run across small kett camps and outposts like this one **(1)** on the road in Presson Dunes. Defeat the kett and the Wraiths in the camp, making use of the many explosive materials in and around the area. When all is clear, investigate the middle of the camp to find the surveillance device. It's marked with a white skull icon hovering above it. Destroy it by shooting it or using explosives or a special power.

The surveillance devices appear randomly and are generated at kett camps. We've marked the locations on our map that most consistently produced the devices. Try near the crashed kett ship **(2)** in Presson Dunes. Defeat the kett around this burning, smoking ship. Expect major pushback from Chosen and a Destined. Destroy the device too. You earn a fair amount of XP from this battle.

Another surveillance device **(3)** may be located at this kett drill site in a large ravine to the south of the generator fields.

Another surveillance device **(4)** could be in Presson Dunes just south of the "First Murderer" crime scene. It's at a smoking, crashed kett ship. Defeat the kett around it and then shoot the device.

Once you've located and destroyed all the devices, SAM contacts you and gives you a navpoint to an outpost **(5)** in Presson Dunes. You should investigate.

ELIMINATE THE KETT

SAM extracts a feed location for the surveillance devices that leads to the central processing site for all surveillance data **(5)**. Destroy the Chosen and Destined around the outpost, then enter and defeat the Anointed, Wraiths, and two Chosen.

USE THE DATA CONSOLE

Use the console inside the building and fend off the next wave of attacks.

LET SAM SCRAMBLE THE SIGNAL

Give SAM enough time to scramble the signal. Defeat the next wave of kett attacks.

DESTROY THE CONSOLE

When SAM is done scrambling, destroy the console to complete the quest.

Secondary Ops

Task: What He Would Have Wanted

Mission Type: Additional Task

Prerequisite: Mission 2, land on Eos

Start Location: Eos

Unlocking: Interact with the outpost field comms terminal

FIND AND ACTIVATE FIELD COMMS TERMINAL

EOS: NEAR SITE 2: RESILIENCE

Find the small work outpost (parked trucks and scattered equipment) near Four Giants southeast of Site 2: Resilience. Defeat the kett and wildlife in the camp. Scan the Pack/Rack and then look behind it for a small field comms terminal **(1)**. Interact with it to find the "Work Detail: Outpost Survey Beacons" report. When the report comes into view, select it. You've found a survey job started by Initiative technician Eric Camber. He was apparently interrupted by kett and may have died. Completing his beacon run will help make Eos more viable.

PLACE BEACONS

BEACON 1

This beacon is the nearest to the comms terminal where you started the mission. Climb the boulders in the little island of rock spires to find the exact location for setting up the beacon **(2)**.

BEACON 2

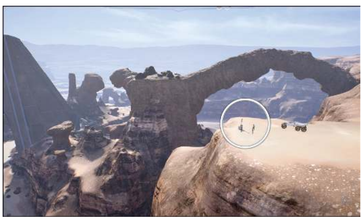
Place this beacon **(3)** in the east hills of Eos near the Gravity Well where you find the side quest "Ghost of Promise."

BEACON 3

Place this beacon **(4)** on the mountaintop west of the lake at Site 2: Resilience. To reach the desired location, you may have to defeat a small squad of kett camped out at the same spot. Expect a Chosen, Anointed, and two Destined.

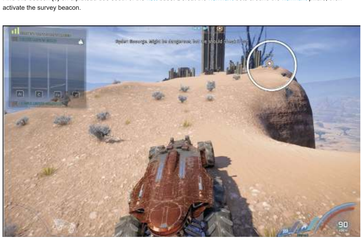
BEACON 4

Find this beacon **(5)** up high on the ledge overlooking the large lake on south Eos. Activate it.



BEACON 5

Find this beacon **(6)** on a plateau due south of the kett base. Defeat the Remnant bots around the Remnant pillars, then activate the survey beacon.



MASS EFFECT ANDROMEDA

Secondary Ops

The Baryte Rush

Mission Type: Heleus Assignment: Kadara

Prerequisite: Must have interrogated Vehn Terev in "Hunting the Archon"

Start Location: Kadara

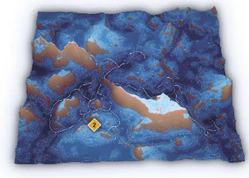
Unlocking: Speak to Derc

SPEAK TO DERC

KADARA: SLUMS BAR

Enter the first floor of the bar in the Kadara Slums and find the salarian Derc chillin' in a corner seat with a couple asari babes. Talk to Derc (**1**), and he asks if you want to make some extra money. He informs you that Kadara's most valuable trade is scrap and resources stolen from the Nexus, but that welll is running dry. His focus is now resources native to Andromeda. He wants you to check in on a missing surveyor who was collecting baryte samples in Draullir.

TRAVEL TO THE SURVEYOR'S LAST KNOWN LOCATION IN DRAULLIR



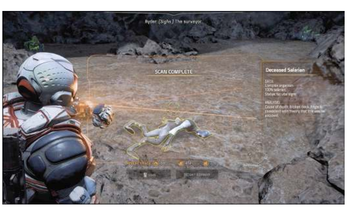
KADARA

Head to Sulfur Springs and look on the mountain for this hut on stilts, next to Draullir's cave entrance (**2**).

SCAN THE SURVEYOR'S CORPSE

DRAULLIR

The underground lair that is Draullir is a pretty big cave system. Spend some time checking out every nook for scannable objects.

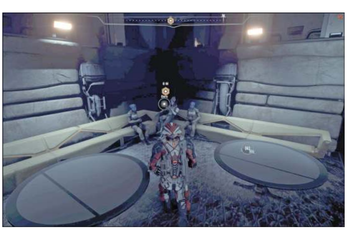


The quest takes you from the entrance (**2**) to the surveyor's corpse (**3**) to a Rylkor battle. Beyond that, go to the door below (**4**) to start the quest "The Collective Base."

RETURN TO DERC

KADARA SLUMS

Return to the Kadara Slums bar and tell Derc (**1**) you found the surveyor; he broke his neck while trying to get baryte samples. Derc thanks you and pays you. You earn a small amount of AVP and Kadara Viability +2%.



MASS EFFECT ANDROMEDA

Secondary Ops
The Charlatan's Charlatan

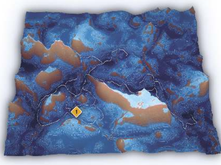
Mission Type: Helleus Assignment: Kadara

Prerequisite: Complete "The Collective Base"

Start Location: Kadara

Unlocking: Speak to Crux in the mission "The Collective Base"

SPEAK TO CRUX



KADARA: DRAULLIR: COLLECTIVE BASE

Inside the Collective base (1) (during the quest "The Collective Base"), head to the top floor of the multi-story structure to speak to Crux. If the name Crux made you expect some kind of hulking monster, you'll be as surprised as we were. Here in this dark cave you find a clean, attractive, human female.

Besides telling you that "Draullir" is angaran for "death caves," she informs you that someone's faking the Charlatan's orders —giving bad intel, getting Collective recruits killed. She speculates that only the representatives have access to such high-level information, meaning the imposter is probably someone operating out of her base.

She tells you there was a drop point in Sulfur Springs, so the imposter should have a good amount of sulfur in their clothes. She needs your help finding this person. Footprints match that of a human or an asari. That's all they have.

"THE COLLECTIVE BASE" ENDS AND "THE CHARLATAN'S CHARLATAN" BEGINS

After speaking to Crux, you finish "The Collective Base" quest, and in turn she gives you "The Charlatan's Charlatan" quest during the same conversation. That mission starts now.

SCAN FIVE SUSPECTS

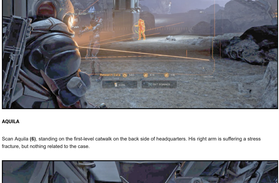
To weed out the imposter, Crux has asked you to scan those in her operation around the base in attempt to find someone covered in sulfur residue.

CARINA

Carina (**4**), working in the garden behind the base, is scannable. The scan comes up negative.

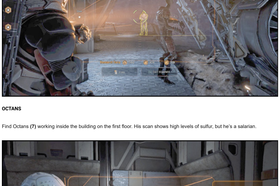
LYNX

Find Lynx (**5**) on the ground near a support beam under the Collective Headquarters building. Her scan shows sulfur at slightly higher levels than normal, and she has chemical burns on her fingers and forearms. Keep scanning people.



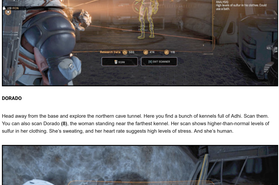
AQUILA

Scan Aquila (**6**), standing on the first-level catwalk on the back side of headquarters. His right arm is suffering a stress fracture, but nothing related to the case.



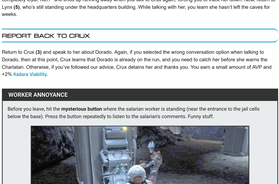
OCTANS

Find Octans (**7**) working inside the building on the first floor. His scan shows high levels of sulfur, but he's a salarian.



DORADO

Head away from the base and explore the northern cave tunnel. Here you find a bunch of kennels full of Adhi. Scan them. You can also scan Dorado (**8**), the woman standing near the farthest kennel. Her scan shows higher-than-normal levels of sulfur in her clothing. She's sweating, and her heart rate suggests high levels of stress. And she's human.



SPEAK TO LYNX AND DORADO

This is very important (unless you want to draw out this quest longer than needed): When you talk to Dorado, make sure to say, "Whoa. Relax," and then "Like the Sulfur Springs." This reinforces the evidence you found on her. If you answer, "You're completely loyal, huh?" she ends up running away when you talk to Crux again, forcing you to track her down. Now, return to Lynx (**5**), who's still standing under the headquarters building. While talking with her, you learn she hasn't left the caves for weeks.

REPORT BACK TO CRUX

Return to Crux (**3**) and speak to her about Dorado. Again, if you selected the wrong conversation option when talking to Dorado, then at this point, Crux learns that Dorado is already on the run, and you need to catch her before she warns the Charlatan. Otherwise, if you've followed our advice, Crux detains her and thanks you. You earn a small amount of AVP and +2% Kadara Viability.

WORKER ANNOYANCE

Before you leave, hit the **mysterious button** where the salarian worker is standing (near the entrance to the jail cells below the base). Press the button repeatedly to listen to the salarian's comments. Funny stuff.

MASS EFFECT ANDROMEDA

Secondary Ops

The Collective Base

Mission Type: Heleus Assignment: Kadara

Prerequisite: Must have interrogated Vehn Terev in “Hunting the Archon”

Start Location: Kadara

Unlocking: Speak to Crux

SPEAK TO LYNX

KADARA: SULFUR SPRINGS: DRAULLIR

You typically stumble across this quest while in the Draullir caves during “The Baryte Rush.” Enter through the high cave opening **(1)**, then explore as deep into the Draullir caves as you can get to find a door **(2)** below. Open the door to meet Lynx. She’s an asari who works for Crux, the female in charge of the Collective. She has her orders: to keep you alive. So you live to walk deeper into the caves. Follow the navpoint toward the Collective’s subterranean headquarters **(3)**.

SPEAK TO CRUX

Head to the top floor of the multi-story structure and speak to Crux. Besides telling you that “Draullir” is angaran for “death caves,” she informs you that someone’s faking the Charlatan’s orders—giving bad intel, getting Collective recruits killed.

She speculates that only the representatives have access to such high-level information, meaning the imposter is probably someone operating out of her base. She tells you there was a drop point in Sulfur Springs, so the imposter should a good amount of sulfur in their clothes. She needs your help finding this person. Footprints match that of a human or an asari. That’s all they have.

at the first sign of suspicion. I need a subtle way to smoke them out.
Why impersonate the Charlatan?
What about me?
Good luck with that.

“THE COLLECTIVE BASE” ENDS AND “THE CHARLATAN’S CHARLATAN” BEGINS

After speaking to Crux, you finish “The Collective Base” quest, and in turn she gives you “The Charlatan’s Charlatan” quest in the same conversation. For additional help with this new quest, see “The Charlatan’s Charlatan.”

MASS EFFECT ANDROMEDA

Secondary Ops

The Firefighters

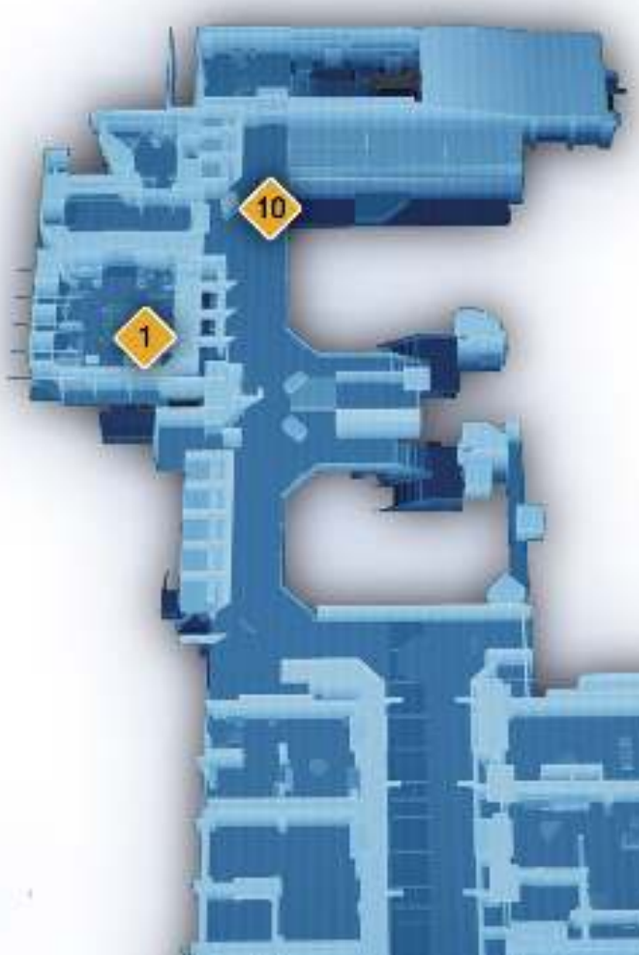
Mission Type: Heleus Assignment: Nexus

Prerequisite: Mission 2, complete Nexus Phase 2

Start Location: Nexus Common

Unlocking: Speak to Dr. Aridana

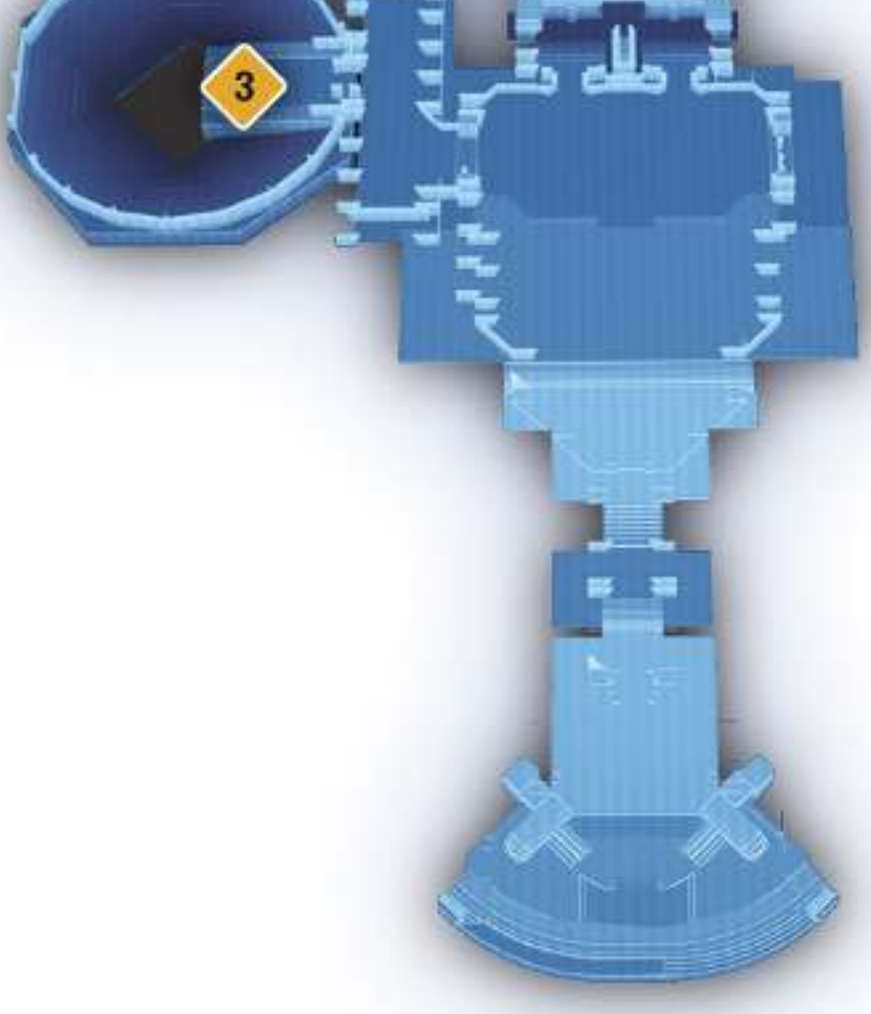
SPEAK TO DR. ARIDANA



NEXUS: TECH LAB

Enter the tech lab on the Nexus and talk to the scientist Dr. Aridana **(1)**. She tells you that she has a math problem only a mind like SAM's could solve. This pertains to the strange transmission patterns in the Scourge. Accept the mission.

RUN THE EQUATIONS



HYPERION: SAM NODE

Ride the tram **(2)** to Hyperion Habitation. Enter the SAM Node and interact with SAM **(3)**. Select “I have equations for you.” SAM downloads the equations but also some malicious code and, as a result, becomes unresponsive. Tamper with the three panels in the same room. You must reboot them in the correct order to restore SAM to normal. To do this, activate the consoles, following closely behind the ghost hacker that SAM projects to show you the hacking order.

SPEAK TO SAM

Once the reboot puzzle is complete, talk to SAM again, who tells you the equations contained a Trojan horse program. Return to Dr. Aridana to see what she has to say for herself.

CONFRONT DR. ARIDANA

Head back to the tram **(2)** and travel to the Nexus docking bay and then to the tech lab to confront the doctor **(1)**. She denies having anything to do with the virus, and when pressed, she suggests her files have been altered or replaced by someone. Professor Herik adds that he's seen some "down with AI" graffiti around. He suggests someone from the anti-AI group may have taken their threats to the next level. Chief Lucan adds that the VI kiosk was busted this morning.

LOOK FOR ANTI-AI ACTIVITYON THE NEXUS

Head back downstairs and talk to Avina, the holographic guide **(5)**. The hacker breaks through communications and speaks directly to you through Avina. The hacker believes SAM was destroyed by the Trojan horse attack, so you play along and indicate that the hacker did you a great favor.

Both possible replies insinuate SAM's gone, so you can't answer incorrectly. During the response, the hacker mentions the name of the movement's founder, "Knight." The voice says the virus wouldn't exist without her. Ask to meet Knight, and the hacker tells you to watch your email for an answer.

LOOK FOR AN EMAIL FROM KNIGHT

TEMPEST

When you return to the Tempest, check your email from either your room or the bridge. You should see an email from Knight expressing her excitement about disconnecting SAM from you. She invites you to talk to her on Kadara.

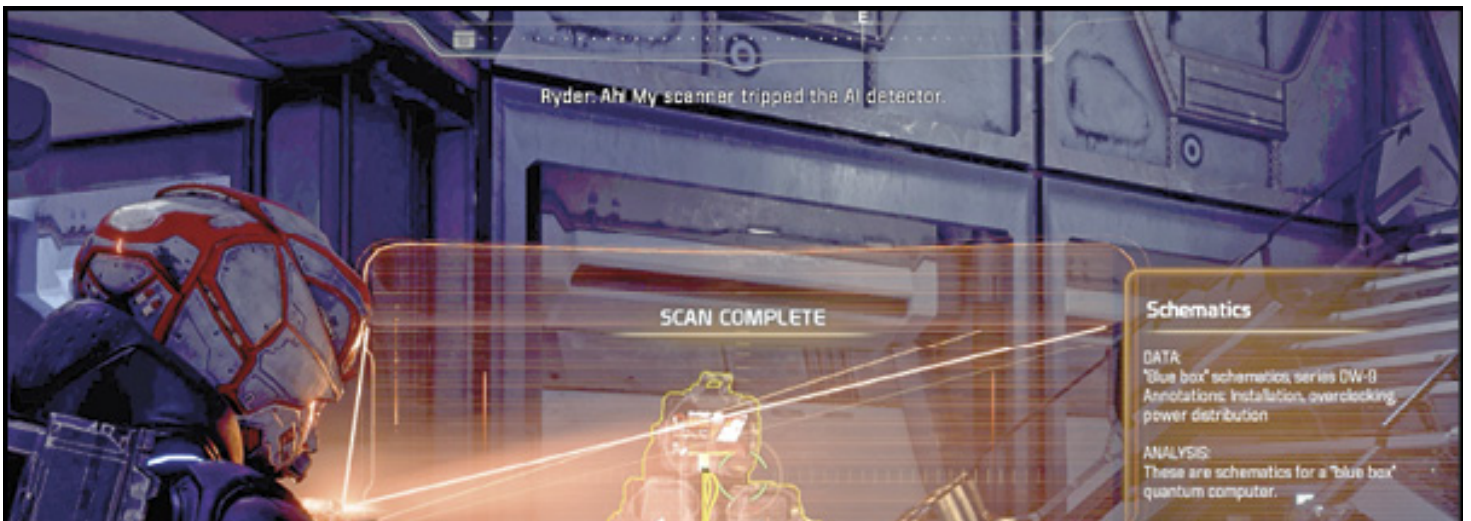
Before entering the hacker's sanctuary **(6)** on the mountaintop in Haarfel, remember that these people think their virus worked, SAM is gone, and that you're on their side. Knight welcomes you. During the conversation, she explains Overlord is a black-ops project involving humans implanted with AI that can kill the hosts. Continue to ask her questions to learn as much as you can about her intent and drive. You cannot blow your cover during this conversation.

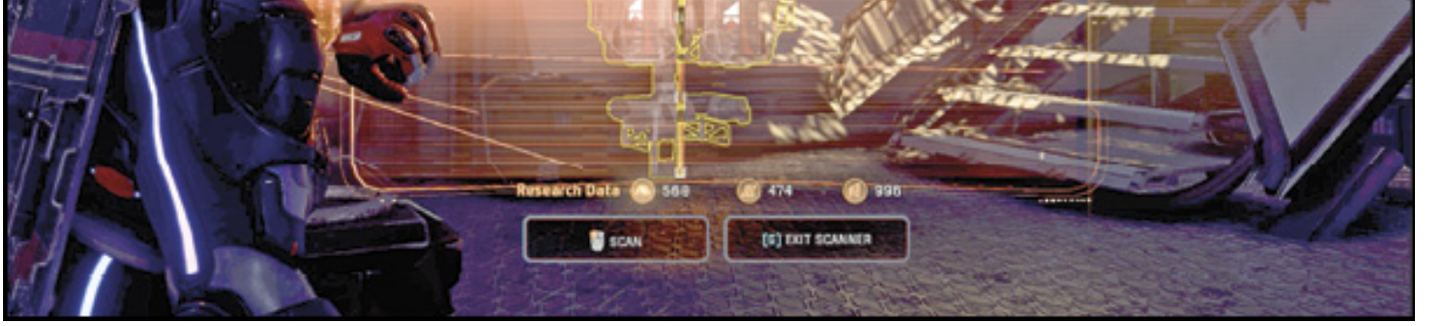
OPTIONAL: SCAN THE SANCTUARY FOR CLUES

Without moving away from your first-floor position (where you spoke to Knight), turn and look at the console on the wall that contains the **blue box schematics**. Scanning it triggers an AI detector, and trying to block it could cause suspicion. Your cover is not blown if you scan it, so you're fine as SAM masks the results as an error. But be careful; scanning a second item will blow your cover, which causes the place to erupt in gunfire.

OPTIONAL: FIND A DISCREET WAY TO LEARN KNIGHT'S PLAN

There are two ways to go about learning Knight's plan. You can scan for clues and fight Knight's gang or employ a peaceful solution by finding a cure for Alain (see the following Optional section). To go non-hostile, keep in mind that each scan triggers an alarm and after two scans the base goes hostile. This locks Alain's room and stops your ability to go the non-hostile route. You can access Knight's computer after scanning three clues: **blue box schematics**, **EMP device**, and **Nexus network map**.





EMP Device: Scan the box on the crate on the second floor.

Nexus Network Map: Scan the wall terminal on the first floor (right wall as you entered).

OPTIONAL: BUILD A CURATIVE DEVICE FOR ALAIN AT A RESEARCH CENTER

Before scanning anything in the building, you can talk to Alain in the back room on the first floor. This is Knight's son. He's feeling ill from the effects of Project Overlord. If pressed, he tells you that his mom was a programmer for Project Overlord and that he was a candidate for the Human/AI Hybrid project. He participated, but his implants got hacked. After conversing with him, you can build a curative device for Alain at a research center.

To go this route, head back to the Tempest, or use the research terminal at the Kadara docks. Use the research center to develop the **Cybernetic Device** for 6 Aluminum and 2 Iridium.

Return to Alain **(6)** and give him the device to help with his implant. He responds quickly to the treatment. He says when "Mercury goes down," his mom will lose her mind over this. You've got your clue. "Mercury" is the code name for whatever Knight's working on. This allows SAM to find any relevant data quickly.

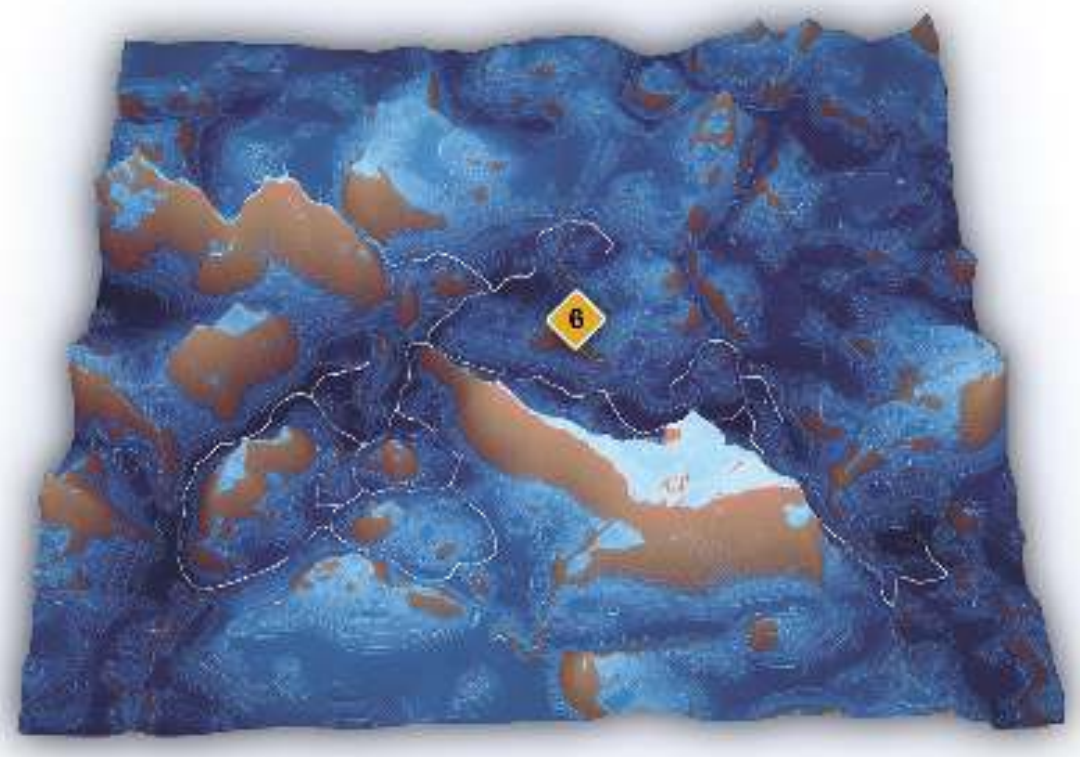
OPTIONAL: DEFEAT THE HACKERS

This is the option forced upon you if you blow your cover by scanning two objects in the sanctuary. If this is you, defeat the Outlaw Anarchist, Agents, and Laveria.

RUN THE EQUATIONS AT THE SAM NODE ON ARK HYPERION

If you successfully find data via the three scans in the sanctuary (blue box schematics, EMP device, and Nexus network map), you can run equations at the SAM Node to discover the code name “Mercury.” This, like finding a cure for Alain, is a violent way of reaching the next objective.

GO TO THE HACKER'S SANCTUARY



KADARA: HAARFEL

USE KNIGHT'S PERSONAL TERMINAL

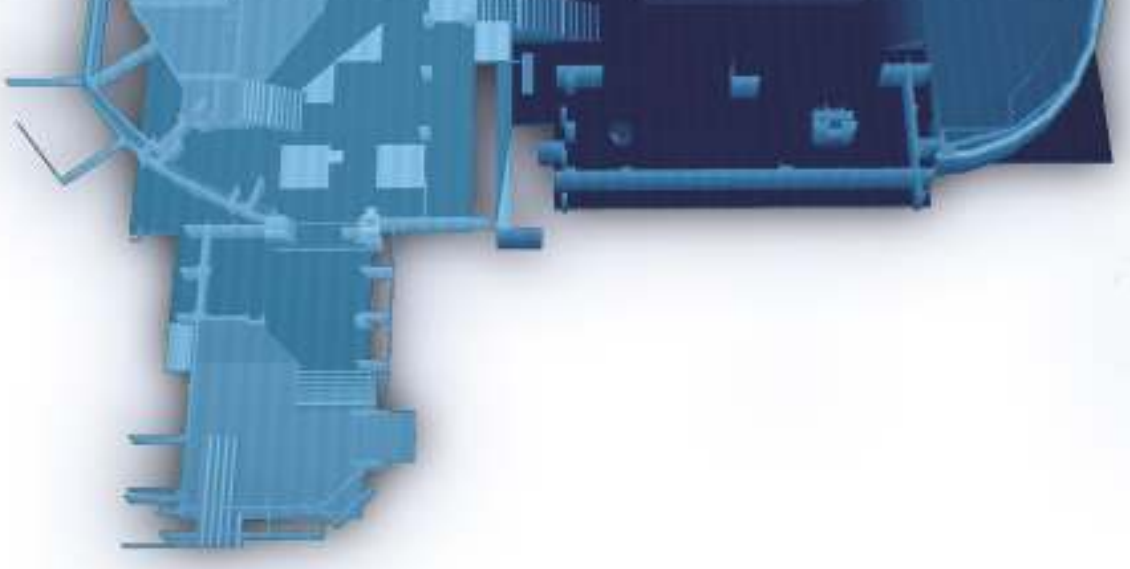
Once you've gained Knight's code name "Mercury," through whatever means, head to her second-floor office in the sanctuary and use her personal terminal (marked with a navpoint). SAM finds files relating to "Mercury." It's a strike to prevent development of any future AI by destroying all quantum computers on the Nexus. Those computers run half the station, so you need to put a stop to this plan.

LOCATE KNIGHT'S EMP DEVICES

NEXUS COMMON

Three bombs have been placed on the Nexus that must be located and defused. Select this mission from the menu to place navpoints on the explosives. The first device is located outside the Vortex behind the planter **(7)**. Deactivate it. The last two devices are at Nexus operations, so take the tram there now.

NEXUS OPERATIONS



The next device is located under a desk along the back wall of Addison’s office **(8)**. Find it and deactivate it.

The last device is under the bridge console near the front window in Colonial Affairs **(9)**. Find and deactivate it. Kandros announces on comms that they've cornered Knight and she may be carrying the last of the devices. He has a sniper ready to fire, but there may be a chance for a peaceful resolution. Knight wants to talk to you.

CONFRONT KNIGHT

NEXUS: DOCKING BAY

Take the tram back to the Nexus docking bay, and find Knight **(10)** on the upper level near the balcony overlooking the docking bay. Talk to her to learn that the Overlord project (planting AI inside people) nearly killed her son, Alain, and her plight has been to save others from the same torment. If you went the route of curing Alain using the Cybernetic Device, tell her so to solve this situation peacefully.

Or you can choose to have the sniper kill her by selecting "You'll die for this." Either way, you earn a lot of XP for competing this quest.

MASS EFFECT ANDROMEDA

Secondary Ops

The Flophouse

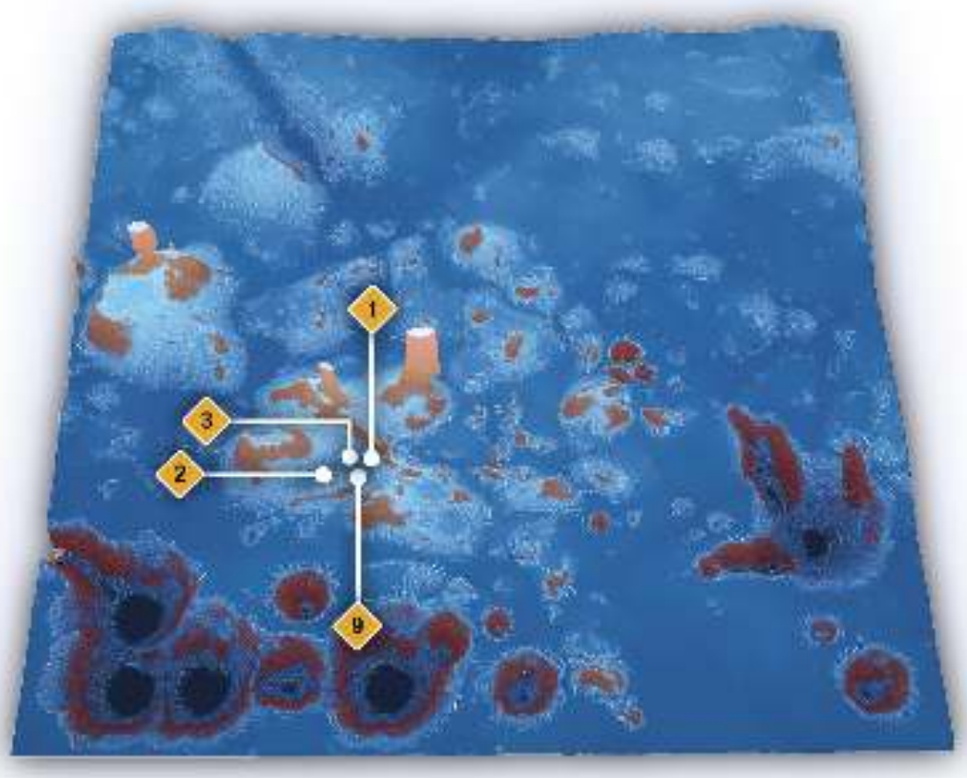
Mission Type: Heleus Assignment: Elaaden

Prerequisite: Land on Elaaden

Start Location: Elaaden

Unlocking: Talk to the injured krogan at New Tuchanka, or approach the flophouse

INVESTIGATE THE FLOPHOUSE



ELAADEN: SCAVENGER FLOPHOUSE ("MISERY")

Nakmor scouts have reported that many of Elaaden's scavengers take refuge in a flophouse hidden in a canyon. A concentrated population of troublemakers might be cause for concern.

SEARCH FOR THE STOLEN REMNANT DRIVE CORE

If you haven't started the search for the stolen drive core yet, we suggest doing that before you head to the flophouse. Both quests lead here, making it convenient to finish both at the same time.

Approach the scavenger flophouse from either the narrow gully doorway **(1)** or the west plateau **(2)**, where you have a wider view of the camp. Entering from the west places you close to the command center for the next objective.

ENTER THE COMMAND CENTER

When you try to enter the command center **(3)**, you run into strong scavenger resistance, and they lock you out of the building. You face Raiders, Agents, and Anarchists, as well as Adhi. The alarm is triggered, and a big battle lies ahead. You're now tasked with shutting the alarm down to keep the enemies from deploying fresh troops.

OPTIONAL: DISABLE ALL THREE SECURITY TERMINALS

Before you challenge yourself to an even bigger battle than what you're dealing with right now—and since you're going in the same direction—clear out the building **(4)** in the back of the cavern and activate the security terminal inside. Look for the glowing green terminals to interact with. This is an optional objective; disabling all three security terminals allows access inside the currently locked storage room **(7)**.

Leave the building, head south, and jump down to the building on the next land-ledge below. Enter the top floor of this building **(5)** and interact with the glowing green terminal to disable the second security terminal.

Jump up on the rooftop of this building and get back to the top cavern pathway. Head east and enter the second level of another building **(6)**. Deactivate the security terminal inside. If this is the third terminal activated, the storage room **(7)** unlocks.

OPTIONAL: ACCESS THE SECURE STORAGE ROOM

Enter the storage room **(7)** after disabling all three security terminals **(4)(5)(6)**. Inside is a plethora of loot containers and a couple large **pieces of equipment** to scan for data.

USE THE SECURITY CONSOLE TO DISABLE THE ALARM

On the cavern pathway level, enter the farthest building to the east **(8)** to begin the battle to disable the alarm. Hack the console behind the counter on the right as you enter.

HOLD YOUR GROUND UNTIL SECURITY IS HACKED

Hacking the console in the security building **(8)** starts a two minute clock and generates a hacking-battle target zone you must remain within to keep the clock moving. If you step out of the ring (which extends out onto the front porch), the clock pauses. Use the counters, the doorjambs, and the railing out on the porch for cover. There are a few ammo and health crates nearby to keep you loaded. Expect the same types of enemies you saw in the flophouse, with the addition of some Sharpshooters and a Berserker.

CLEAR OUT THE COMMAND CENTER

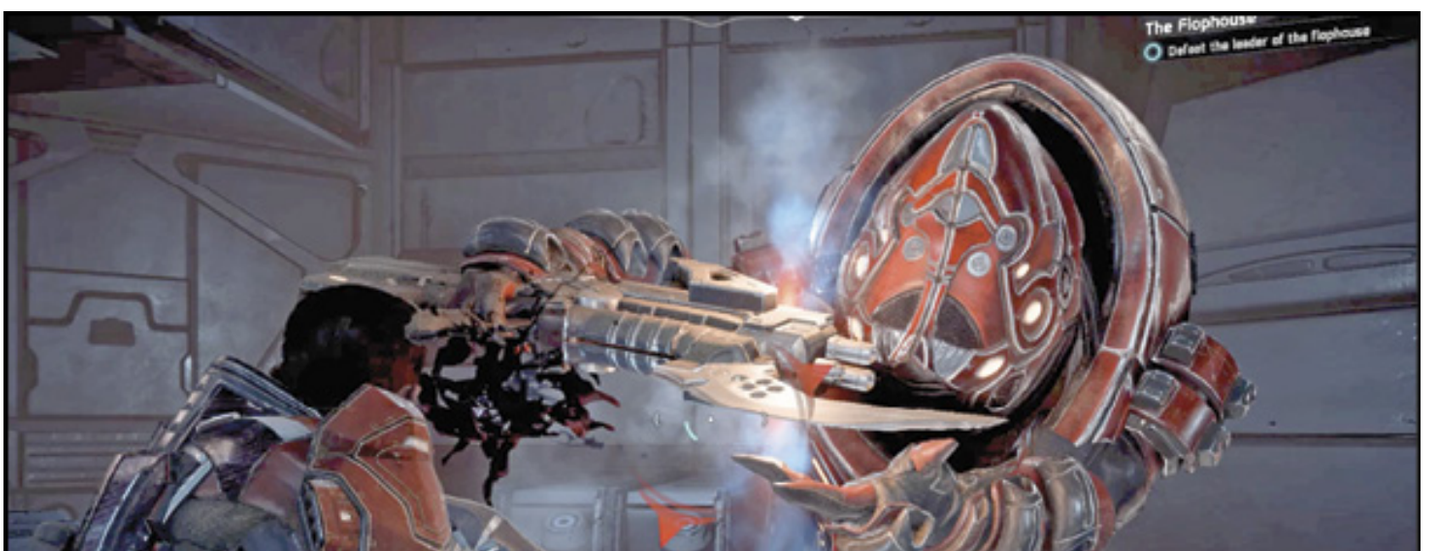
After the security hack is complete, return to the command center **(3)** and breach the entry points. Inside on the first floor are Raiders and an Anarchist.

Clear the room before heading up the stairs to the second level so they don't follow you and add to the resistance upstairs.

DEFEAT THE LEADER OF THE FLOPHOUSE

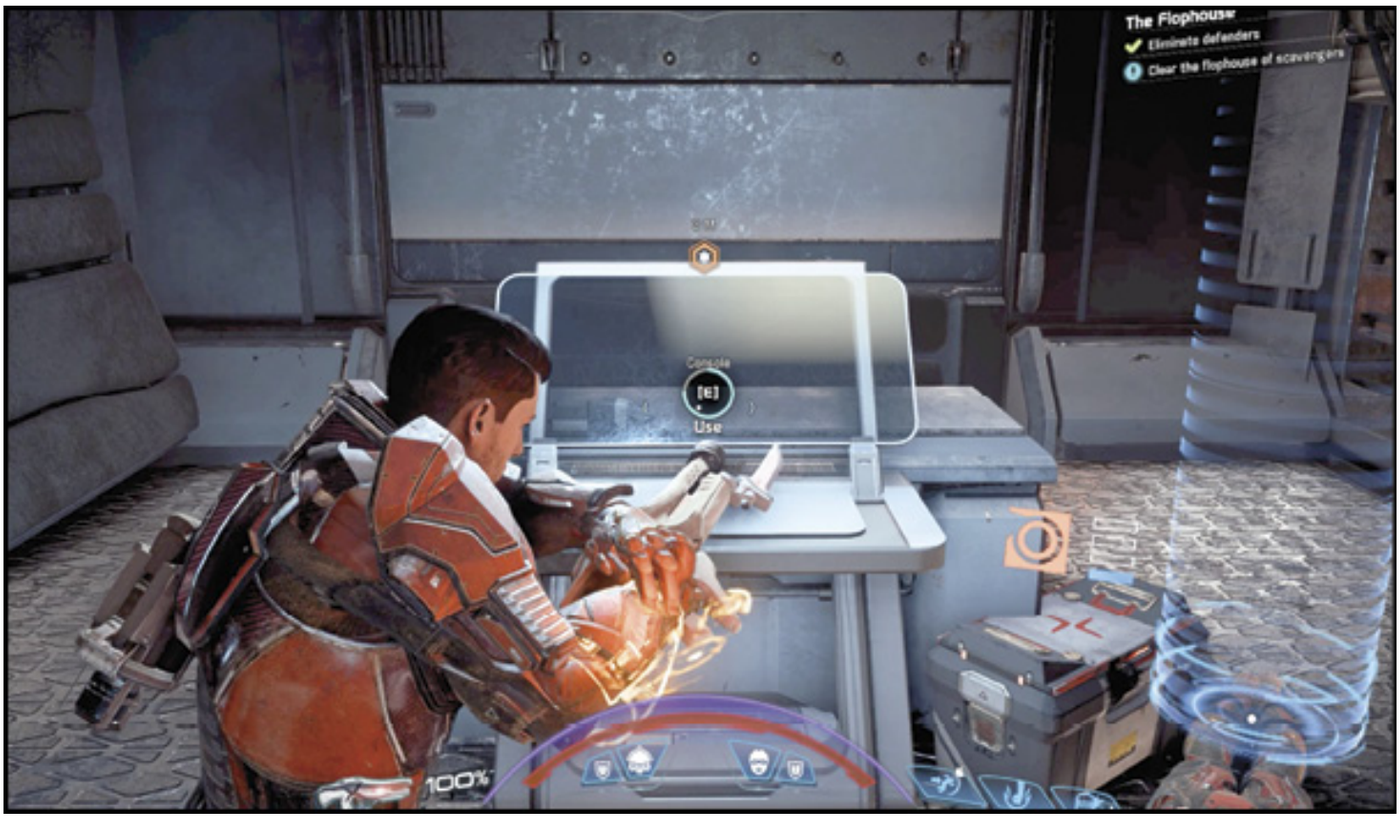
ELIMINATE DEFENDERS

Strogjaw Grog, the leader of the flophouse, is on the second floor of the command center **(3)**. He's a krogan Berserker, and Agents, Raiders, and Pariahs stand by to protect him. Since this is tight-quarters fighting, use explosives to soften your targets. Direct your team to target one enemy while you work on another. Avoid Strogjaw while you finish everyone else off, then work on him last. Scan the bodies of the fallen for Research Data.



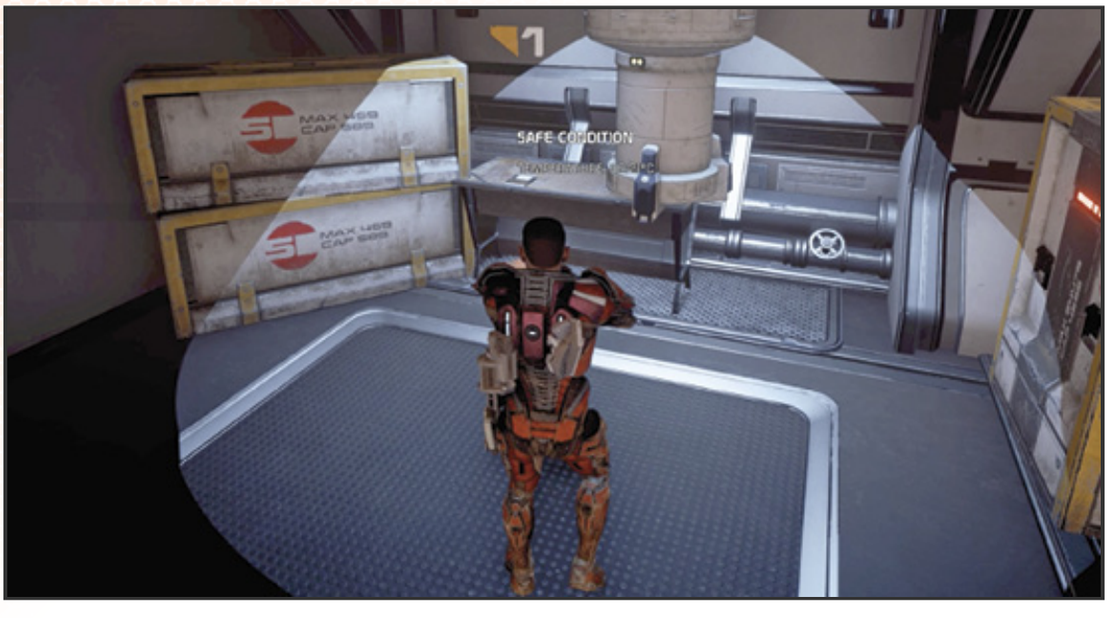
CLEAR THE FLOPHOUSE OF SCAVENGERS

Use the console on the top-level balcony of the second floor to disable alarms and keep reinforcements from arriving. This clears the flophouse of scavengers. You earn massive AVP and +10% **Elaaden Viability** for completing this quest. Scour the flophouse area for **containers**.



CRISIS RESPONSE

Investigate the top floor of the research building **(9)** for a **datapad** that initiates the "**Crisis Response**" quest.



MASS EFFECT ANDROMEDA

Secondary Ops

The Little Things That Matter

Mission Type: Allies and Relationships

Prerequisite: Settle two planets (or one, plus a krogan refusal on Elaaden)

Start Location: Any planet where you've placed an Outpost

Unlocking: Detect the MWS satellite anomaly that explodes in orbit

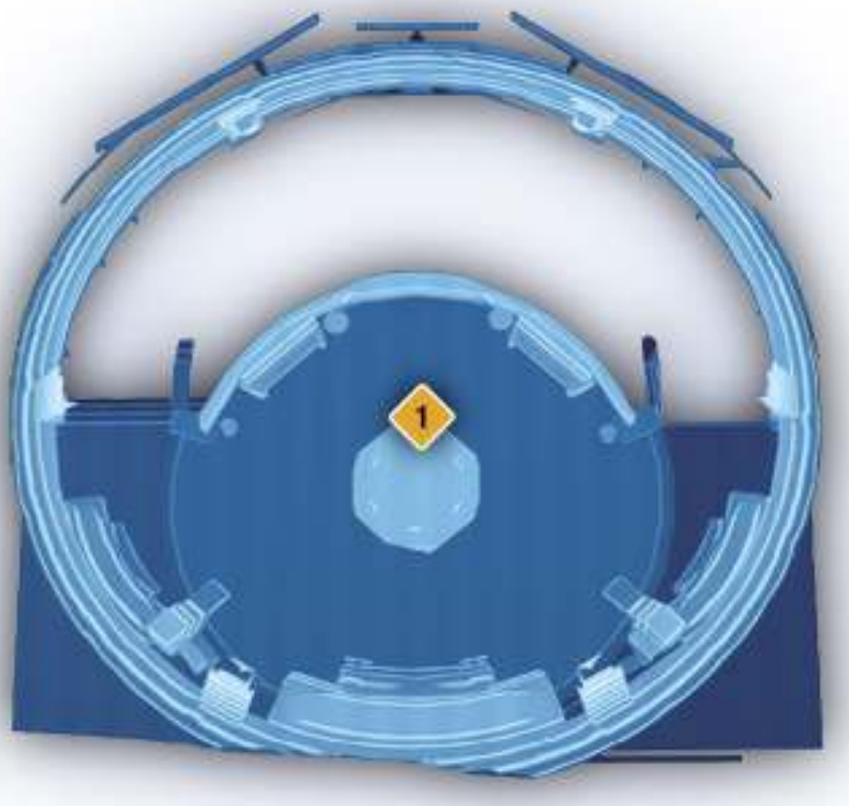
INVESTIGATE THE SATELLITE SIGNAL

LOCATION: ANY SYSTEM WITH A PLACED SETTLEMENT

A strange signal causes the Tempest to auto-respond, suggesting someone knows a lot about Andromeda Initiative tech. Search the systems where you have settlements for the source. You find a ZK Resource Tracker—a spy satellite that tracks Initiative shipments and allocates emergency drops without authorization.

The ZK Recourse Tracker explodes upon discovery, but Suvi gets a serial that triggers an alert. SAM suggests contacting Addison.

SPEAK WITH ADDISON VIA TEMPEST VIDCON



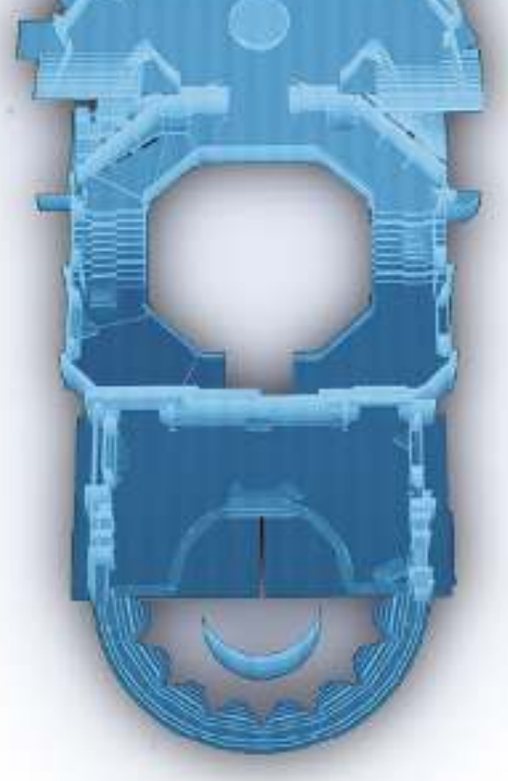
TEMPEST: MEETING ROOM

Call Addison on the Vidcon **(1)** in the meeting room. It turns out she already knows about the destroyed satellite. She tells you the satellites were designed by Dr. Kennedy, who disappeared with the exiles. The fact that this tech is showing up suggests the exiles may have a chance to steal from your outposts. Through conversation, you can get more information from Addison. She leaves you with the task of searching for more ZK Resource Trackers to find a point of origin.

MISSION ON HOLD

You discover ZK Resource Tracker satellites in outpost systems. At this point, this mission can go on hold until you place more outposts to draw these satellites into orbit.

FIND ZK RESOURCE TRACKERS



TEMPEST: BRIDGE

From the bridge **(2)**, travel to each system where you've established an outpost on one of its planets.

- Pytheas System: **Eos**
- Nol System: **Voeld**
- Govorkam System: **Kadara**
- Zaurbray System: **Elaaden**

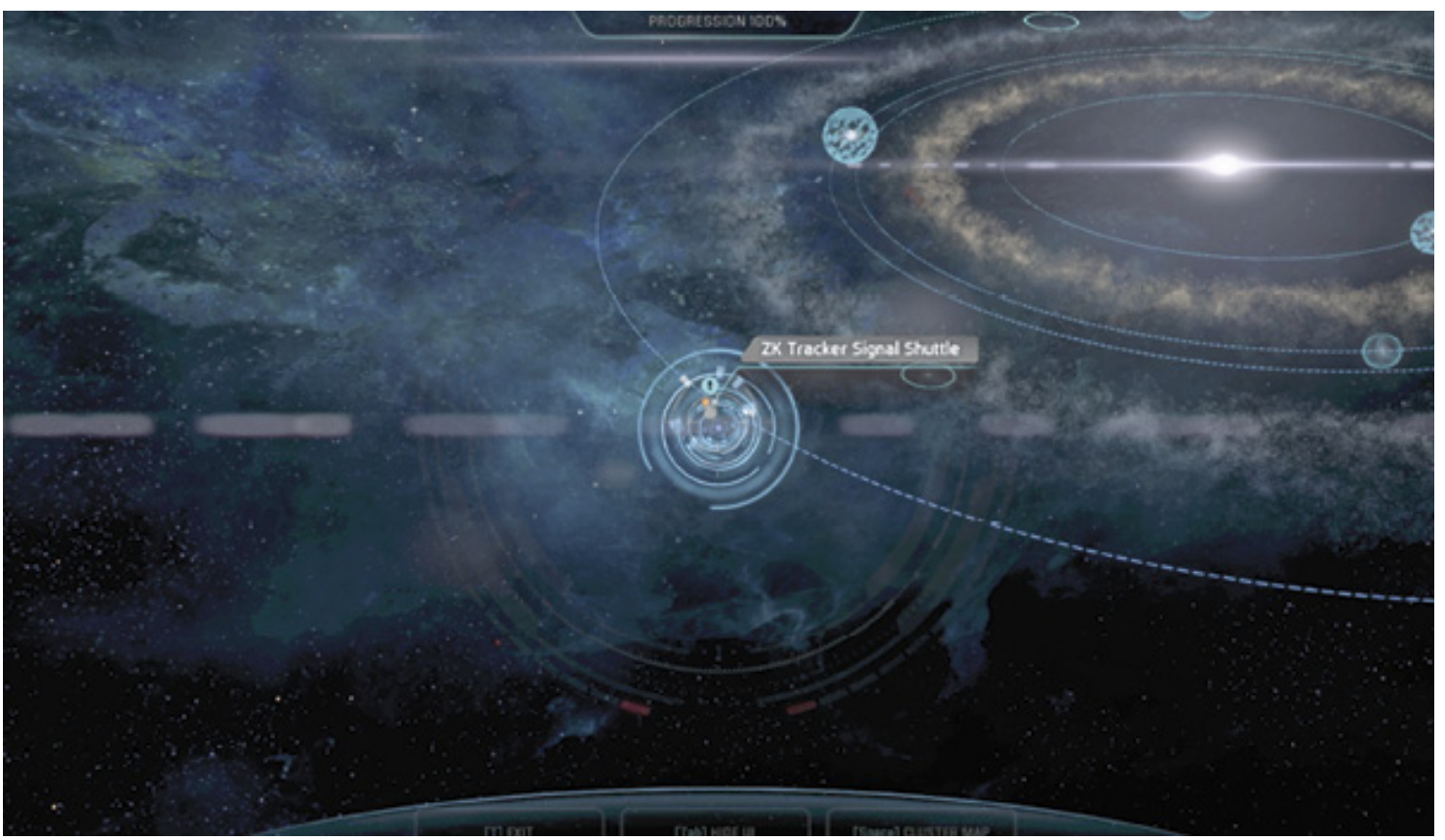
Scan the system while in orbit to find anomalies, then send a probe at any anomalies discovered. If you have a settlement on one of the system's planets, one of the anomalies is revealed as a ZK Resource Tracker.

The first ZK Resource Tracker you investigate explodes, no matter what system you find it in—including Govorkam, if Morda refused an outpost on Kadara. The satellite ends up as a million pieces of space debris because of a touchy self-destruct mechanism. But Suvi tracks its origin, which leads to the next objective (leaving this objective open until you discover all four ZK Resource Trackers).

FIND THE ORIGIN OF THE SIGNAL

You can engage this objective before you've discovered all the ZK Resource Trackers. Head to the Nalesh system and scan for anomalies. You find the ZK Resource Tracker signal shuttle in the southwest edge of the system.

Upon closer inspection, a cutscene begins on the bridge of the Tempest. SAM informs you that this is the exact navpoint indicated by the ZK Resource Trackers. You hope this helps you find the missing scientists. Suvi says the shuttle is just a relay, but she can patch into its feed. The voice of Harlan Wells is heard over comms; he realizes he's been found. You can tell him you're the Pathfinder, or go the more professional route and tell him he has stolen property.



You hear Dr. Zoe Jean Kennedy telling Harlan to stop talking, and with that, she takes over comms. Dr. Kennedy's medical profile is then forwarded to the Tempest. She's eight months pregnant with the first human child to be born in Andromeda. She refuses to go back and hand over her tech. The shuttle relay is suddenly destroyed, breaking communications before Suvi can trace the source.

CONTACT ADDISON VIA TEMPEST VIDCON

TEMPEST: MEETING ROOM

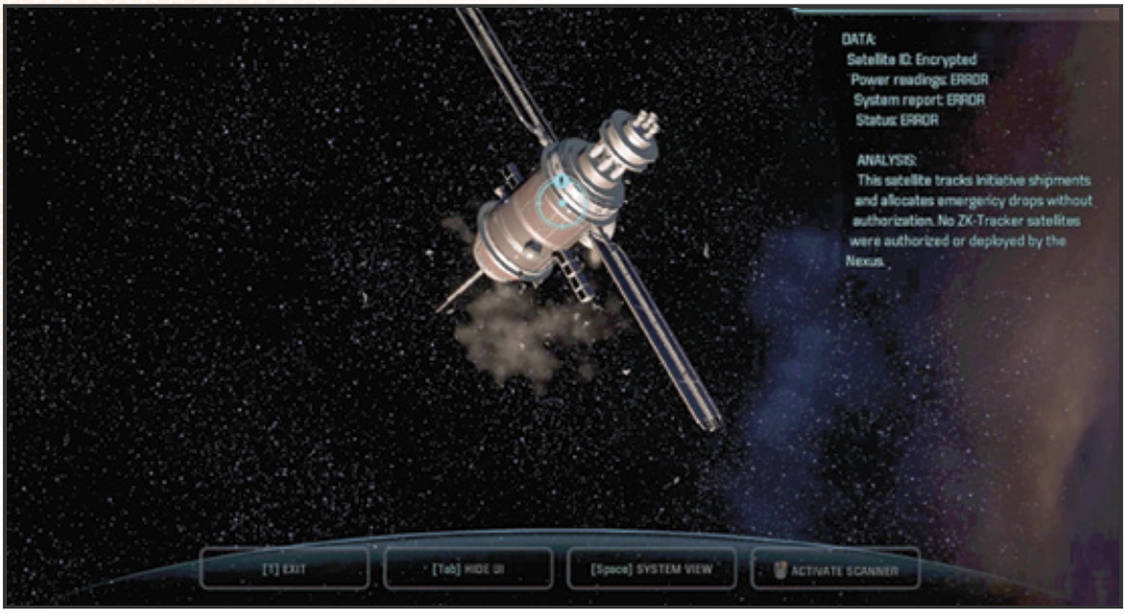
Return to the meeting room **(1)** and contact Director Addison on Vidcon. She's surprised by the news of the pregnancy. Pry into Addison's personal life to learn that Dr. Kennedy talked Addison into joining the Initiative back in college. They're old buds. The contraceptive law never had an end date, which frustrated the doctor. Now the only way to trace her is to continue settling outposts to find more ZK Resource Trackers.

MISSION ON HOLD

If you haven't settled all available worlds (potentially excluding the outpost on Kadara), this mission goes on hold until you do. This allows you to find more ZK Resource Trackers in those systems' orbits, which leads to the doctor's location.

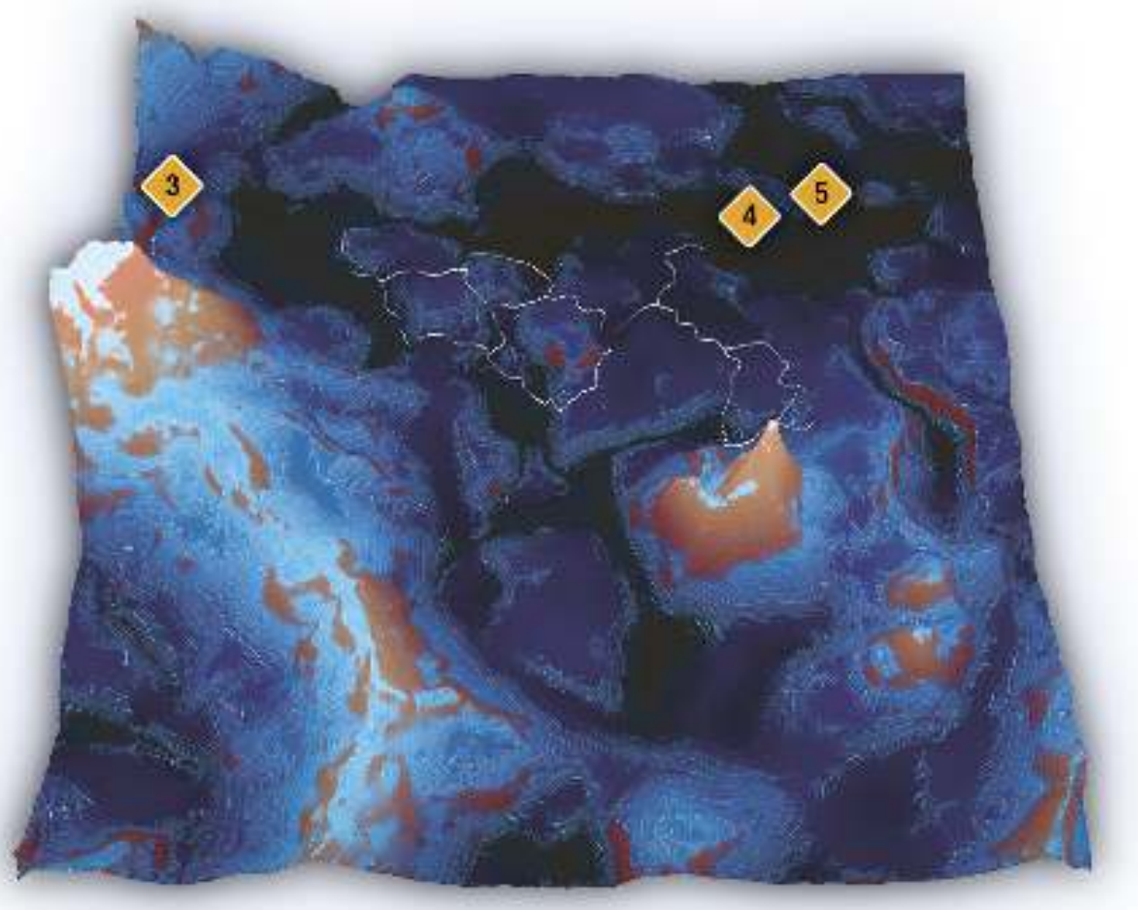
FOUR ZK RESOURCE TRACKERS

Suvi gets point-of-origin data from all four ZK Resource Trackers. The data points to Voeld.



LOCATE DR. KENNEDY

VOELD



Once you've scanned all the ZK Resource Trackers, Suvi gets a point of origin on Voeld. From the landing zone **(3)**, fast travel

Secondary Ops

The Lost Scout

Mission Type: Heleus Assignment: Voeld

Prerequisite: Mission 2; must have traveled to Aya; complete "Meet the Resistance"

Start Location: Voeld

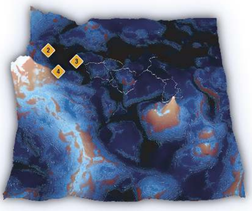
Unlocking: Talk to Haana or rescue Mashal

TALK TO HAANA

VOELD: ANGARAN RESISTANCE BASE

In the hangar entrance to the angaran Resistance base, you overhear a conversation where an angara, Haana **(1)**, is desperately asking for help in finding her friend who's been left behind at a kett ammo depot. Her friend, Mashal, is the explosives expert who destroyed the depot, and Haana is convinced Mashal is still alive. Agree to help find her.

INVESTIGATE THE RUINS



Exit the base **(2)** to travel to the Hjara Forward Station **(3)**. Enter the Nomad and head southwest to the navpoint **(4)**, which leads you to the snow-covered mountainside. As you approach, you see the glowing orange lights of many small fires.

SCAN THE AREA

KETT AMMO DEPOT RUINS

Exit the Nomad at the blazing depot and pull up the scanner. You can scan a lot in the area, including the large structural platform **(5)** that makes up most of the debris in the middle of the ruins, and multiple kett portable heating elements **(6)** that are like breadcrumbs leading you to an entrance platform that's still intact. Scan it all, and then get to the top of the ruins, where one more heating element marks the entrance **(7)** to the facility in the mountainside.

ENTER THE DESTROYED AMMO DEPOT

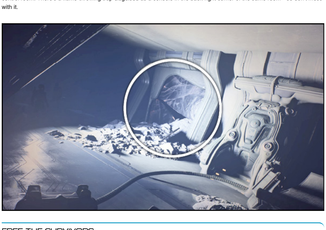
Inside the depot are two doors linked by an underground conduit you can only see with a scan. The door on the right is locked. The door in the back is not.

SEARCH FOR SURVIVORS

You can try to open the locked door; then listen for survivors on the other side. Head into the next room through the unlocked door.

RESTORE POWER

Continue forward to find a breakable wall on the left. Use your omni-blade to smash through. In this small room, hack the console that's revealed to restore power to the depot. This allows you to unlock the door in the first room. Exit the small control room. There's a flame-throwing trap disguised as a console in the back-right corner of the same room—so don't mess with it.

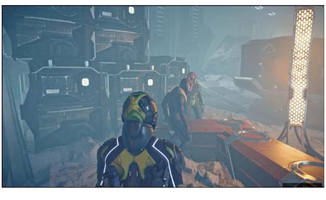


FREE THE SURVIVORS

Return to the first room and head through the now-unlocked doorway to find Mashal, still alive. In the room with her is a kett captive she's been joyfully torturing for revenge. You have a decision to make: Either leave her to her torture session, or choose to put the kett out of their misery. If you leave her, Haana will be very upset that Mashal did not return with you.

RETURN TO HAANA WITH UPDATES

Use the forward station **(2)** to fast travel back to the Resistance base, then head back through the base to the hangar and speak with Haana **(1)**. Tell her the news without the ugly details.



Secondary Ops

The Lost Song

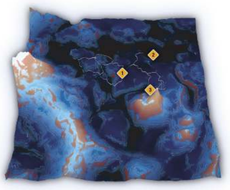
Mission Type: Heleus Assignment: Voeld

Prerequisite: Mission 2; complete "Return to the Tempest" after Aya during "A Trail of Hope"

Start Location: Voeld

Unlocking: Speak to the angaran biologist

SPEAK TO THE BIOLOGIST



VOELD: TECHIX

The biologist and behaviorist are standing on a platform in front of Techix near the sniper who gives you the "White Death" quest. Speak to the biologist (**1**). Outlaws are poaching the Yevara, a native species able to communicate through intricate songs cherished by the angara. Tracking down these poachers would win favor with the angara on Voeld.

TRACK THE POACHERS

To the northeast of Techix is the first sign of the poachers (**2**). Find and scan the empty shipping container.

READ THE POACHER DATAPAD

Enter the open end of the storage container and examine the **datapad** found inside. If Jaal is with you, you can discuss the findings with him. Jump back in the Nomad and drive south toward the kett mountain base, following the next navpoint for "The Lost Song."

FIND THE POACHER CAMP

Travel south toward the kett mountain base, following the lit pipeline that leads to the mountain. Look for a frozen river teeming with wildlife and poachers (**3**). This battle begins with a small camp below the pipeline.

We suggest driving upriver a bit and attacking the wildlife and poachers with ranged weapons and powers. The enormous Eiroch charge, and it's best to knock their health down substantially before they're in your face.

INVESTIGATE THE POACHER CAVE

If you're not in the mood for a drawn-out fight, the alternative solution is to bury the gas pedal and drive right into the cave entrance at the end of the river, bypassing the wildlife and poachers. An approach from the side of the mountain near the cave entrance is a good starting point. Drive deep into the cave until the Nomad no longer fits through the obstacles.

Exit the Nomad and defeat any enemies that venture in after you. Keep following the cave as it narrows, and eventually light can be seen through a doorway-sized crevice. Follow the narrow tunnel into a new clearing. This cave area branches off in a few directions; to find what you need, make sure the mission is selected in the journal and follow the navpoint.

When you see machinery, you're in the right place. This is where you find Dr. Lekaaret. Speak to him. He seems to forgive you for killing the people he hired to shoot at you. He confesses he's been performing tests. An enzyme in the Yevara's skin could treat the effects of kett weaponry, healing the wounded faster and allowing them to push back against the kett.

During the conversation, you can side with the biologist and his love for the beautiful singing Yevara, or with the doctor, taking interest in his discovery that may aid in the fight against the kett. There's no adverse reaction to either decision. The choice is yours. Let Dr. Lekaaret continue his research, or choose "This stops now." You earn the same XP and small amount of AVP no matter your choice.

MASS EFFECT ANDROMEDA

Secondary Ops
The Mind of an Exile

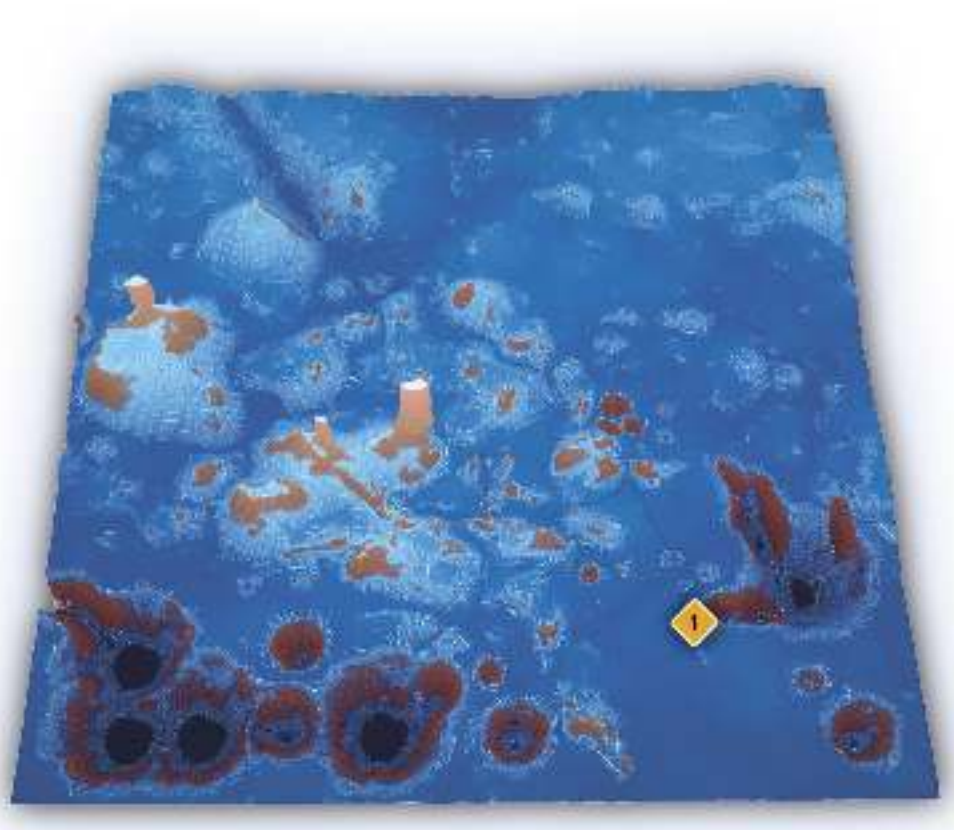
Mission Type: Heleus Assignment: Elaaden

Prerequisite: Unlock Elaaden

Start Location: Elaaden

Unlocking: Scan a scavenger around the Paradise

SCAN SCAVENGERS IN PARADISE AND PARADISE SANDS



ELAADEN: THE PARADISE

Lexi suspects the scavengers on Elaaden may have more problems than meet the eye. Scan scavengers in the Paradise and surrounding area so she can provide an analysis. Scanning any scavenger begins the quest. Try the scavenger **(1)** on the covered walkway that leads to the shuttle docks behind the Paradise. He's a pleasure to talk to.

After the first scan, two more navpoints direct you to two more scavengers. Find a couple of scavengers to scan on the top exterior balcony **(2)** of the Paradise.

Follow the navpoint to the group of krogan on the shuttle dock **(3)**. Scan them to acquire the navpoint to the final subject.

Follow the covered walkways in front of the Paradise to the end (opposite from the forward station). This is where you scan the last scavenger **(4)**. Lexi gets enough scans with this last subject to do her research. This mission unlocks "Gray Matter."

MASS EFFECT ANDROMEDA

Secondary Ops

The Rebel

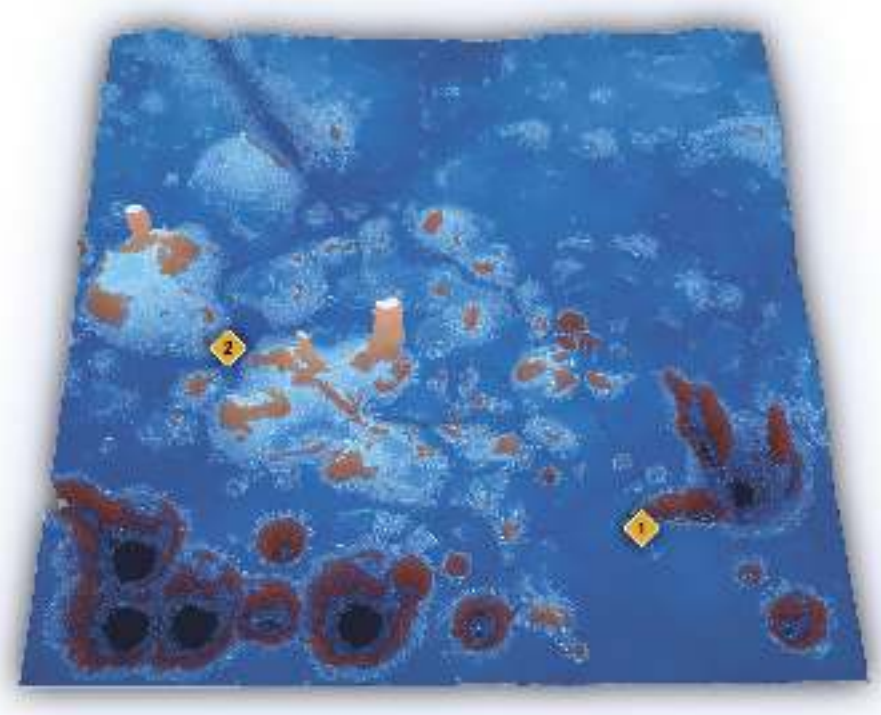
Mission Type: Heleus Assignment: Elaaden

Prerequisite: Unlock Elaaden

Start Location: Elaaden

Unlocking: Talk to Kent Halsey

SPEAK WITH KENT HALSEY



ELAADEN: PARADISE SANDS

Find Kent Halsey **(1)** with Nexus security, standing on the catwalk near the shuttle docks in Paradise Sands. He reports that no security issue brought him to Elaaden; rather he's searching for his missing sister, Isabel. Agree to help him find his sister to take the quest.

SPEAK WITH VELONIA

Enter the Paradise and speak to Velonia; she's standing in a corner near a window and a side exit to the right as you enter the front door. Among plenty of other information you can pull from her, she can tell you what she knows about Isabel Halsey. Velonia hasn't met her, but has heard scavengers mentioning her time being limited and something about a cave out on the dunes. She gives you a navpoint.

FIND ISABEL HALSEY

SEA OF ATARAXIA

You've uncovered information regarding Isabel Halsey's whereabouts. She was last seen in a cave on the dunes. In the Sea of Ataraxia, follow the next mission navpoint **(2)** to the cave in question. Leap out of the vehicle and defeat the outlaws and Adhi in the small camp in front of the cave.

You can scan **escape pods** and a **generator** (which you can deactivate). Enter the mouth of the cave (you can drive the Nomad in).

Speak to Isabel Halsey, who's standing in front of an outpost inside the cave. Convince her to leave, as her brother misses her. She's very happy being away from the Nexus, so it's a tough sell. If you want her to leave, don't select "Fine, stay here" in the first conversation. If reminded about "family" in the last conversation option, she decides to leave the Outlaws.

If you tell her, "This won't last," you head down a road that ends with her refusing to leave. Either way, you complete the mission here in this cave. No matter the outcome, the reward is the same: a little AVP and +2% Elaaden Viability. Raid the outpost before you leave; there's a **container** inside and another on the rooftop. You can talk to Kent about the mission later if you wish, next time you're at the Paradise.

MASS EFFECT ANDROMEDA

Secondary Ops

The Remnant Tiller

Mission Type: Helios Assignment: H-047C

Prerequisite: Complete "From the Dust"

Start Location: H-047C

Unlocking: Complete the mission "From the Dust"

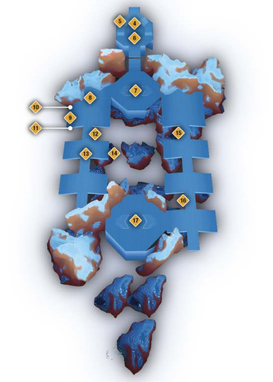
FIND THE REMNANT CONSERVATORY

H-047C

After completing "From the Dust," you discover the exiles' plans for really messing up the Initiative's objectives by doing harm to their settlements.

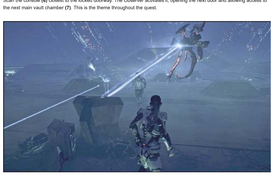
You can potentially start this mission without completing the last objective in "From the Dust." If you head to the Remnant conservatory at the end of "From the Dust," you leave the dome **(2)** to the northwest. If you're just arriving on the lunar surface again, you leave from the landing zone **(1)**.

EXPLORE THE REMNANT CONSERVATORY



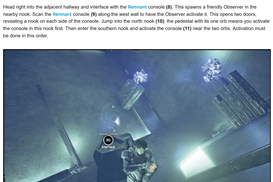
Drive into the dome **(3)** on the west side of the lunar surface and enter the Remnant conservatory (vault). Take the Gravity Well **(4)** down into the depths, defeat the Observers, and interface with the Remnant console **(5)** to release a glowing green friendly Observer. These Observers work for you if you point them in the right direction, meaning that you scan the console you need them to activate.

Scan the console **(6)** closest to the locked doorway. The Observer activates it, opening the next door and allowing access to the next main vault chamber **(7)**. This is the theme throughout the quest.

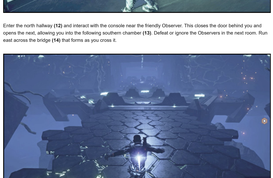


MAIN VAULT CHAMBER

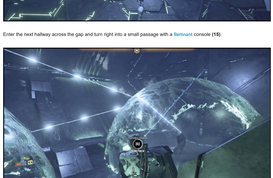
Head right into the adjacent hallway and interface with the Remnant console **(8)**. This spawns a friendly Observer in the nearby nook. Scan the Remnant console **(9)** along the west wall to have the Observer activate it. This opens two doors, revealing a nook on each side of the console. Jump into the north nook **(10)**; the pedestal with its one orb means you activate the console in this nook first. Then enter the southern nook and activate the console **(11)** near the two orbs. Activation must be done in this order.



Enter the north hallway **(12)** and interact with the console near the friendly Observer. This closes the door behind you and opens the next, allowing you into the following southern chamber **(13)**. Defeat or ignore the Observers in the next room. Run east across the bridge **(14)** that forms as you cross it.

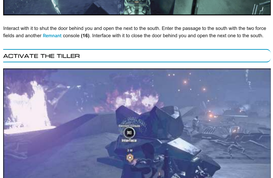


Enter the next hallway across the gap and turn right into a small passage with a Remnant console **(15)**.



Interact with it to shut the door behind you and open the next to the south. Enter the passage to the south with the two force fields and another Remnant console **(16)**. Interface with it to close the door behind you and open the next one to the south.

ACTIVATE THE TILLER



Defeat the Remnant baddies in the final, central chamber and interface with the large Remnant console in the middle of the floor. Solve the Remnant puzzle using the shot we've provided. AVP is earned and the quest is complete. Congratulations, the Initiative will have fuel for hundreds of years to come. As for the containers behind all the closed doors we skipped, all you need to do is use friendly Observers to help you open those doors.

MASS EFFECT ANDROMEDA

Secondary Ops

The Search for Ljeta

Mission Type: Helius Assignment: Elaaden

Prerequisite: Must have settled Kadara or taken the drive core away from Morda

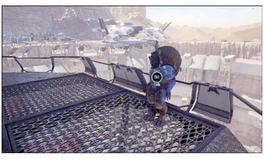
Start Location: Elaaden

Unlocking: Speak to Rorik

SPEAK TO RORIK

ELARDEN: NEW TUCHANKA, KROGRN COLONY

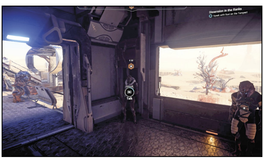
Head through the krogan colony (**1**) and find Rorik (**2**) on the platform near the merchants that overlooks the pit and has a great view of the new Initiative outpost. Rorik is concerned about his angaran friend Ljeta, who disappeared some time ago. Track Ljeta down and give her Rorik's cryo-bracelet gift.



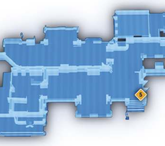
QUESTION VELONIA

THE PARADISE

Enter the Paradise (**1**) and talk to Velonia, who is still standing near the side exit. Ask her, "What happened to Ljeta?" That gets you nowhere, so ask about what Ljeta is going through, or tell Velonia that someone cares about her. She finally admits she flew Ljeta to Kadara, and that you should talk to Cott Dalton, the docks manager.



SPEAK WITH COLT DALTON



KRORRN PORT: DOCKS

When you land at the Kadara docks, don't go far. Colton (**4**) is near the research console. Tell him you're looking for Ljeta. He refuses to help in the beginning because someone paid him some hush money. Ask him to work something out, and you'll get somewhere. He tells you to look at his dock records and gives you the passcode.

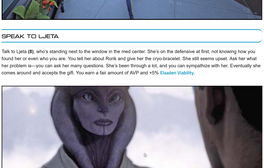
VIEW THE DOCK RECORDS

Head up the dock stairs and use the console (**5**) on the right wall as you reach the second floor. Input the passcode to discover that Ljeta went to Aya for recovery. Head to the terminal (**6**) at the docks and enter the Tempest.

SEARCH THE MED CENTER

AYA

When you land on Aya (**7**), check the map to find the navpoint (**8**) near Resistance Headquarters. Run through Aya or use a fast travel station to get there. As you close in, you find that the navpoint is in the med center. Decontaminate using the console at the med center door, and then enter. You can clearly see Ljeta looking out the med center windows, gazing at the beautiful Aya scenery.



SPEAK TO LJETA

Talk to Ljeta (**9**), who's standing next to the window in the med center. She's on the defensive at first, not knowing how you found her or even who you are. You tell her about Rorik and give her the cryo-bracelet. She still seems upset. Ask her what her problem is—you can ask her many questions. She's been through a lot, and you can sympathize with her. Eventually she comes around and accepts the gift. You earn a fair amount of AVP and +5% Elaaden Viability.

MASS EFFECT ANDROMEDA

Secondary Ops

The Secret Project

Mission Type: Heleus Assignment: Eos

Prerequisite: Land on Eos; return power to Site 1: Promise

Start Location: Eos

Unlocking: Examine the datapad at Site 1: Promise or enter within range of Site 2: Resilience.

INVESTIGATE PROMISE

EOS: SITE 1: PROMISE

There are two ways to start this mission. If you're a thorough explorer, it's likely you'll examine the datapad **(1)** at Site 1: Promise before heading to Site 2: Resilience. The **datapad** is on the lower level of the same building where you first meet Clancy Arquist. You discover from the datapad that something very wrong happened at the second outpost. This unlocks the quest.

INVESTIGATE SITE 2: RESILIENCE

At Site 2: Resilience **(2)**, you discover that the original team on Eos was trying to complete a research project that would help them fight the kett, but they were unable to finish before the kett attacked. Desperate to ensure the research did not fall into kett hands, some of the engineers disassembled the project and hid the parts. By finding the parts of the project and returning them to Site 2, you can gain Research Data to spend in crafting. This is the tutorial quest for Research.

Enter the unlocked door on the first floor of this structure **(3)**. When you do, SAM informs you that the doors were locked from the outside—to keep something inside. The console in the first room grants no access to the locked room inside. Enter the next room and follow the navpoint to the power terminal. Activate it to unlock the nearby door. Multiple doors open, releasing a Fiend from the building to run free outside.

DEFEAT THE KETT

Besides releasing the Fiend, SAM informs you that whatever you did also alerted a now-inbound kett squad. We suggest exiting the building, locating the creature, and getting a scan of it before it's destroyed (the Fiend disintegrates after it's defeated, making a scan afterward impossible). Jump up to the rooftops to achieve the advantage of higher ground. Use your radar to track down the kett soldiers (such as the multiple Chosen and a couple of Anointed). Consider battling them first and avoiding the Fiend until the end, since the Fiend only spits acid within a limited range. Keep moving to avoid its attacks while eliminating the kett.

When you're ready to attack the Fiend, assign your teammates to both attack it while you select some special ammo and unleash your combat, tech, or biotic powers each time they charge up. Use jet pack dash evades to avoid the Fiend's rushing attacks. The creature goes down rather quickly with all three of you attacking it at once. Make sure all the enemies are gone by checking for red dots on your radar, and then start looking for the components.

SEARCH SITE 2 FOR THE SECRET RESEARCH PROJECT

Enter the second floor of this Site 2 building **(3)** and interact with the console on the right side of the room. You discover the **schematics for "Special Project Sigma,"** but the parts are missing. Now you must find the parts, and the closest one is in the next room, deeper inside the building.

RECOVER THE THREE COMPONENTS

FIRST COMPONENT

In the building **(4)** with the console containing the secret project's schematics, enter the back room and find the first component **(5)** on the floor.

SECOND COMPONENT

Find the second and next-closest component for the secret project on the south side of the lake beside Site 2: Resilience. The component **(6)** is between two broken pieces of a crashed shuttle beside the lake.

THIRD COMPONENT

KETT RESEARCH CENTER

The last component is in the kett research center **(7)** where you first meet Drack and hack a Remnant monolith in the Priority Ops storyline. Find the **dead body** for “Naming the Dead” in the same autopsy room that contains the final component, which must be picked up from a console near the open window.

SCAN THE RESEARCH PROJECT

SITE 2: RESILIENCE

Return to Site 2: Resilience **(2)** and head to the same group of buildings where you found the research and the first component. This time enter the first-floor building **(8)** to find the project you must scan.

Just through the entryway of this building, locate a tall contraption on the right side of the room. Scan it to receive its data. It's called the **Adapted Initiative Core** Tech. This completes the task and adds to the Viability of Eos.

SCAN
[G] EXIT SCANNER

MASS EFFECT ANDROMEDA

Secondary Ops

The Vanished

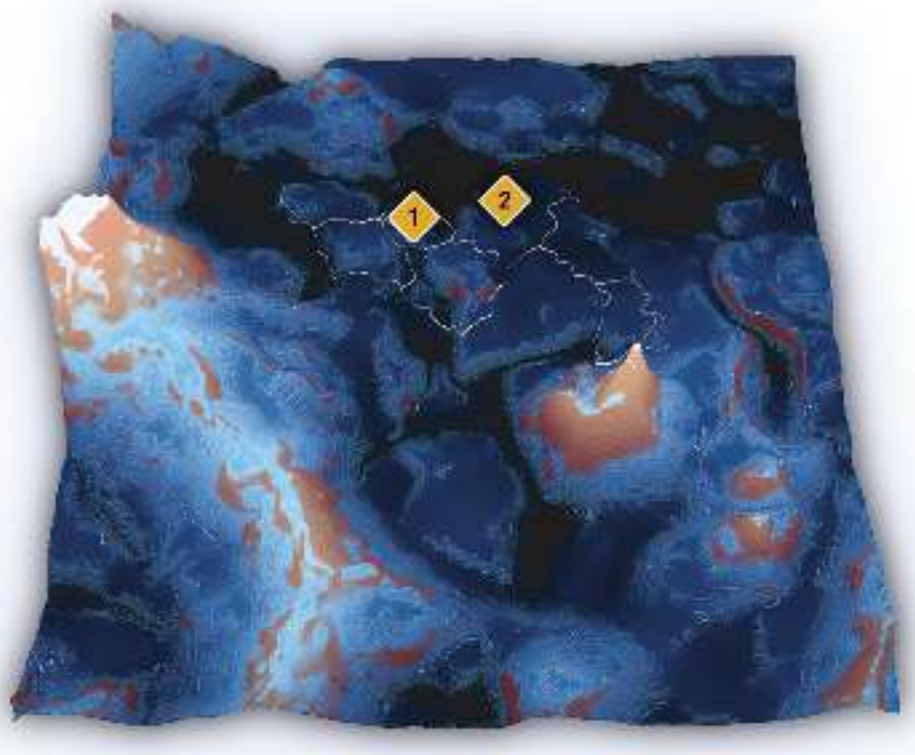
Mission Type: Heleus Assignment: Voeld

Prerequisite: Chapter 2; complete “Return to the Tempest” after Aya during “A Trail of Hope”

Start Location: Voeld

Unlocking: Find one of two family audio recordings.

FIND THE MISSING PARENTS AND DAUGHTER



VOELD

Missing parents have recorded an audio message for their daughter in hopes that she would find it. The missing daughter likewise recorded a message for her parents. This mission begins when you find either recording.

Find the parents’ audio recording **(1)** in a cave south of the north holding site. Be prepared to fight off three kett Wraiths that materialize around you as you finish listening to the recording in the cave.

The daughter’s recording **(2)** is located out in the open near a fire and a large ice spire. The discovery of what’s on the recordings is rather grim.

MASS EFFECT ANDROMEDA

Secondary Ops
The Vesaal

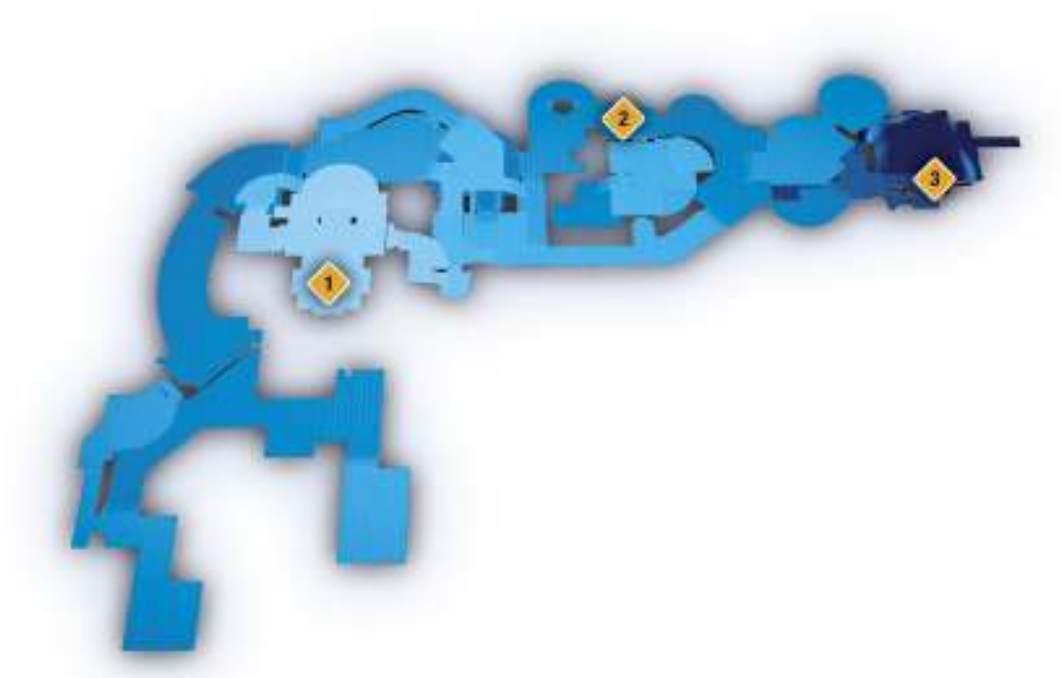
Mission Type: Heleus Assignment: Aya

Prerequisite: Complete "Task: The Angaran Initiative"

Start Location: Aya

Unlocking: Speak to Ambassador Rialla.

SPEAK TO AMBASSADOR RIALLA



AYA: ANDROMEDA INITIATIVE EMBASSY

An altercation between Sorvis Lenn and Jarryn Sjek is the result of a misunderstanding about a unique angaran cultural concept called "the Vesaal." Ambassador Rialla wants to know about this. Talk to the ambassador **(1)** in the Andromeda Initiative Embassy, accessed from inside the governor's office. She tells you that the salarian botanist, Sorvis Lenn, has been threatened by the angaran Resistance. Agree to go look into the incident.

SPEAK TO SORVIS LENN

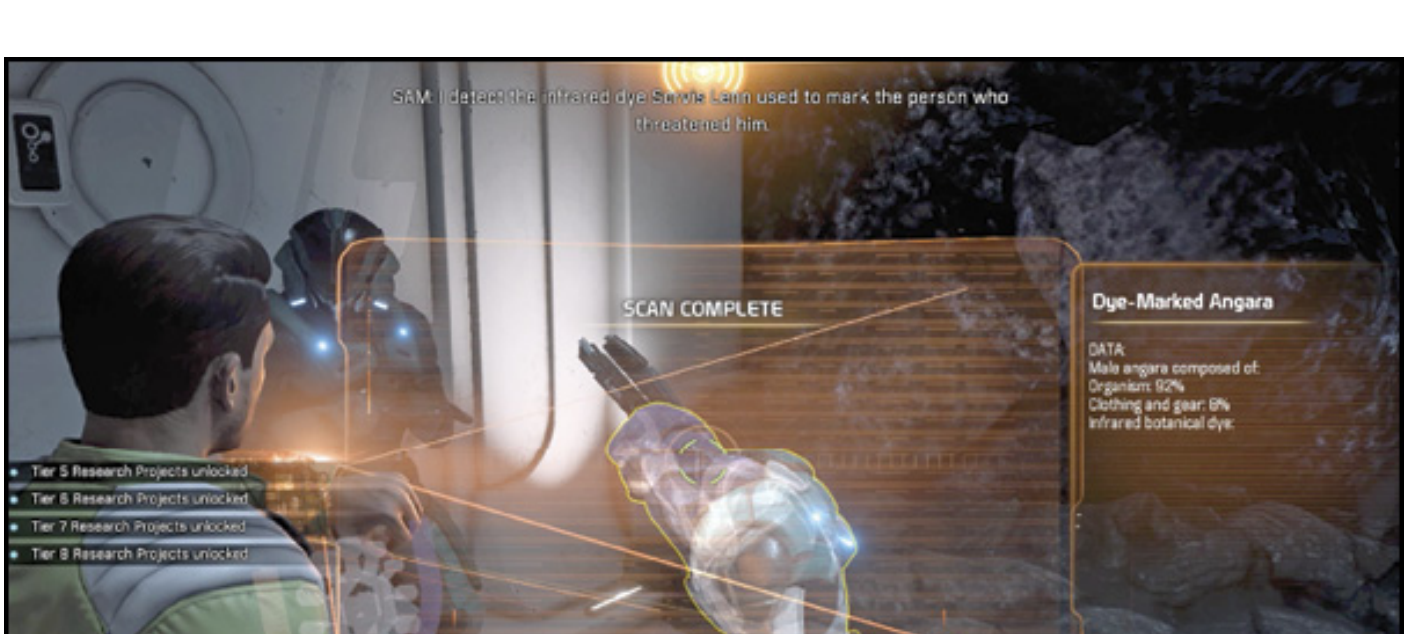
REPOSITORY OF HISTORY

Follow the navpoint through Aya to the walkway in front of the Repository of History. This is where you run into Sorvis **(2)**. Talk to him. He's being pushed around by Resistance members. He wants you to scan to find which civilians are actually Resistance fighters.

SCAN RESISTANCE MEMBERS

QUARTERMASTERS

Head to the infirmary area and then into the weapons training room, where you find Cora. Scan the slumped-over angara near the door in the back of the room **(3)**. The scan reveals infrared botanical dye. This is the guy who threatened Sorvis. Talk to him.



SPEAK TO JARRYN SJEK

In the weapons training room, speak to the angara you found to have dye on him **(3)**. You get to hear his side of the story, and you can have him try to make it right with Sorvis.

RETURN TO AMBASSADOR RIALLA

ANDROMEDA INITIATIVE EMBASSY

Head back to the ambassador **(1)** and review your options for the influx of people trying to get into Aya now because of the Vesaal lottery. You send them back to the Nexus, choose a payout option, tell the ambassador to figure it out herself, or have a talk with the angara. The mission concludes at the end of the conversation. Sorvis may still be upset.

Secondary Ops

The Visitor

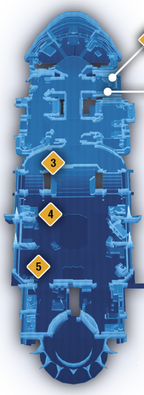
Mission Type: Heleus Assignment: Tempest

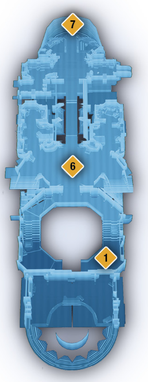
Prerequisite: After Chapter 4

Start Location: Tempest

Unlocking: Drack calls and requests to speak to you.

TALK TO DRACK





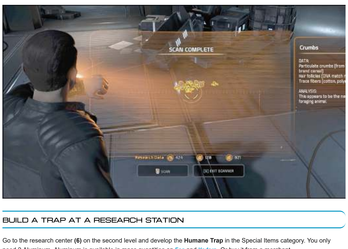
TEMPEST

Find Drack either in the galley **(1)** or the cargo bay **(1)**. Speak to him after he hails you on comms. He says he's been finding crumbs on the galley counter.

FOLLOW THE CRUMB TRAIL

You must scan all four piles of crumbs before developing a humane trap for the little critter. The controller vibrates when you get close to a pile of crumbs. Pull out the scanner and scan the mess. The locations are:

- **Galley Counter:** Crumbs on the counter in the galley (2)
- **Hallway Floor:** Crumbs on the floor just as you leave the crews' quarters/medbay section, heading into the cargo bay (3)
- **Cargo Bay:** Crumbs on the floor (4) near the corner of the Nomad
- **Cargo Bay:** Crumbs on the floor in front of Liam's storage room—this is also the creature's lair (5)



BUILD A TRAP AT A RESEARCH STATION

Go to the research center **(6)** on the second level and develop the **Humane Trap** in the Special Items category. You only need 2 Aluminum. Aluminum is available in mass quantities on Eos and Kadara. Or buy it from a merchant.

PLACE THE TRAP AT THE CREATURE'S LAIR

Return to the first-level cargo bay and place the trap at the creature's lair **(5)**.

WAIT FOR THE TRAP TO SPRING

The trap doesn't spring until you leave **(7)** and then return to the Tempest.

CHECK THE TRAP

Go to the cargo bay when you return to the Tempest. Suvi alerts you over comms that the trap has sprung. Interact with the trap **(5)**. You can choose to keep the pet or release the creature on a suitable planet. If kept as a pet, the rodent can be found in the Pathfinder's quarters. You earn a small amount of AVP for completing this quest.

MASS EFFECT ANDROMEDA

Secondary Ops
Trading Favors

Mission Type: Heleus Assignment: Aya

Prerequisite: Chapter 2; land at Aya hub; after speaking with Evfra

Start Location: Aya

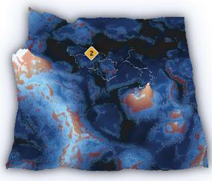
Unlocking: Talk to Sohkaa Esof.

SPEAK WITH SOHKAA ESOF

AYA: DOCKS

Speak to Sohkaa Esof **(1)**, the angara near the docking area. He tells you he runs cargo between Aya and other worlds, and one of his suppliers stopped checking in. Sohkaa is afraid something bad might've happened and wants you to check. Agree to help. He sends you a navpoint and tells you the man's name is Keldo.

INVESTIGATE THE SUPPLY CAMP



VOELD

Just east of Hjara, on the beaten path toward the next forward station, is the location Sohkaa sent you. It's a small supply camp **(2)**. Use your scanner to locate scorch marks on debris consistent with kett technology. You find supply crates and, most important, a dead angara lying in the snow. A kett dropship zips onto the scene after you scan the angaran corpse.

DEFEAT THE KETT AMBUSH

Use the supply crates as cover if you need to and defeat the kett arriving via dropship from the north. The deployment consists of four Chosen, so it's a pretty easy battle. Start by lobbing an explosive at their extraction point to weaken the lot.

RECOVER THE SUPPLIES

Head back to the supply camp **(2)** and open the **container** next to the large cargo container. Take all the angaran items from inside.

DELIVER THE WEAPONS TO SOHKAA ESOF ON AYA

When you return to Aya and speak to Sohkaa **(3)** near the docking area, you share the bad news that the kett got his supplier. When he asks if you have the supplies, you can respond with a note of concern. Apparently Sohkaa knew Keldo's fate before he sent you on the quest. He also tells you that he will relay to Evfra that you are trustworthy. You can now purchase items from Sohkaa.

MASS EFFECT ANDROMEDA

Secondary Ops

Truth and Trespass

Mission Type: Allies and Relationships

Prerequisite: Mission 2

Start Location: Tempest

Unlocking: Talk to Kallo.

SPEAK WITH KALLO

TEMPEST BRIDGE

This operation unlocks after you leave Eos and talk to Kallo on the Tempest bridge in Chapter 2. Kallo asks if you noticed anything strange on the salarian ark. He plays a comms recorded message that suggests the salarian ark was not captured by chance. If you want to know more, meet the contact at the coordinates given.

GO TO THE MEETING POINT

HAVARL

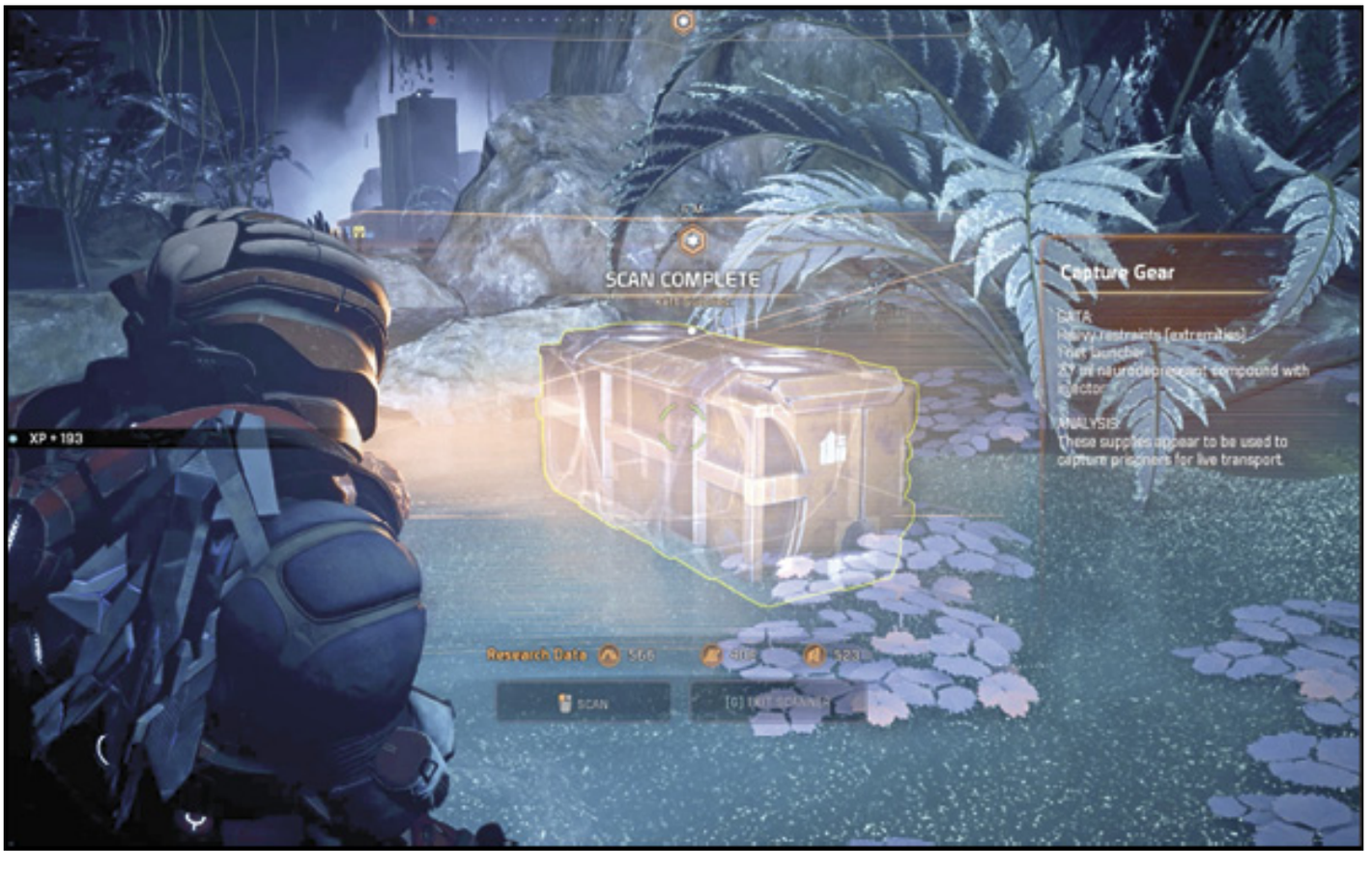
Land on Havarl **(1)** and use the forward station in the Central Wilds or in the Chasm of the Builders to reach the south end of the chasm water—following the navpoint **(2)**. Defeat wildlife and Remnant along the way. You find the navpoint in the water just as you cross over the short Remnant wall.

STOP THE AMBUSH

Thought it was too quiet and empty out here? That's right, it's an ambush. Defeat the kett. You battle an Anointed and multiple Chosen.

SEARCH THE AREA

Find the **capture gear** nearby. Scan it. It appears to be used to capture prisoners for live transport.

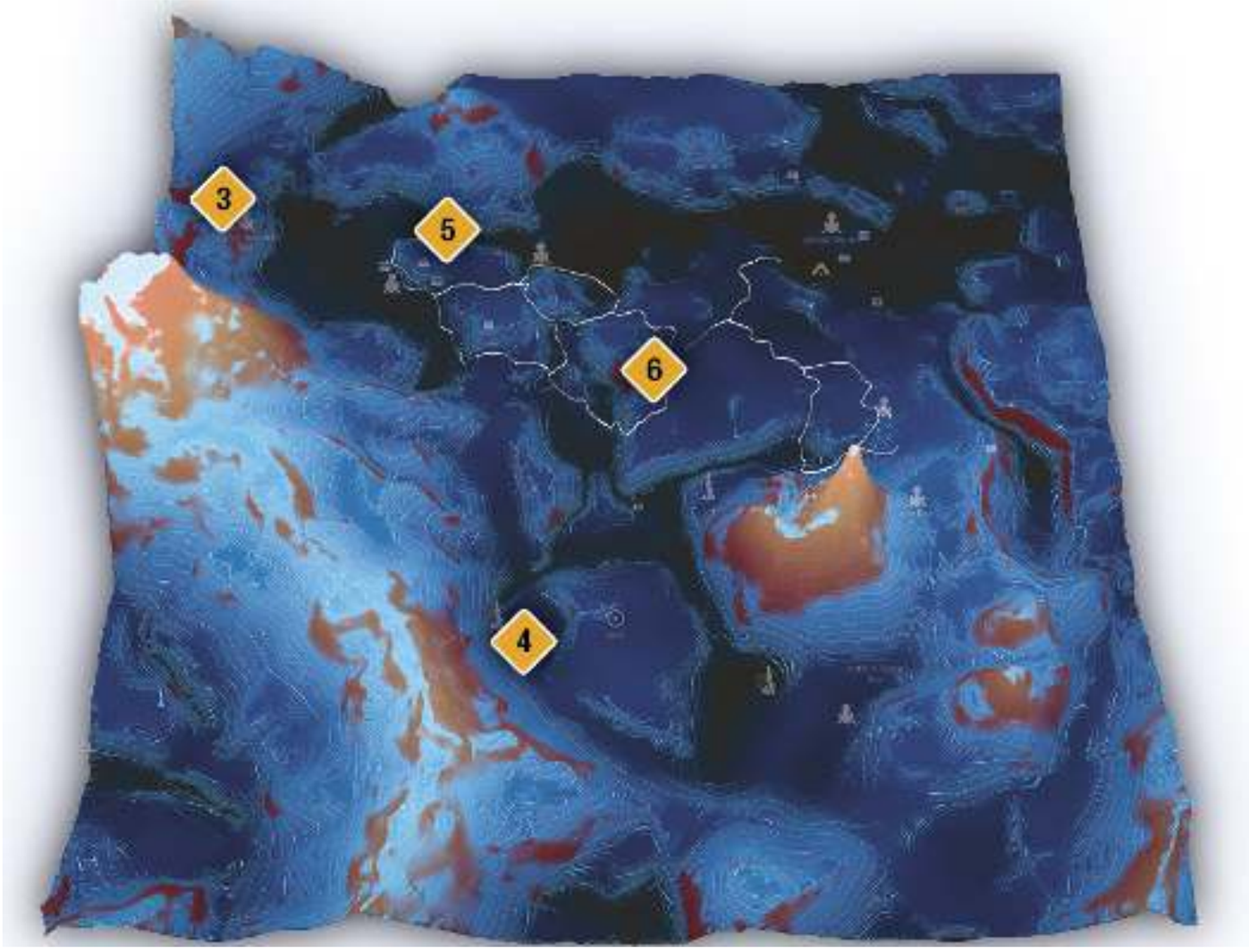


EXAMINE THE KETT SUPPLIES

Examine the capture gear after scanning it. This triggers a cutscene where you meet Saelen. You introduce yourselves and quickly address the call he made about the salarian ark. You can ask him about his service with STG, or comment, “Good for you,” or “Spies never retire,” in response to his formal introduction. He confesses that all he can determine is someone betrayed the salarians to the kett. Saelen suspects the rat is a biologist named Dr. Aden. Agree to help him verify his suspect.

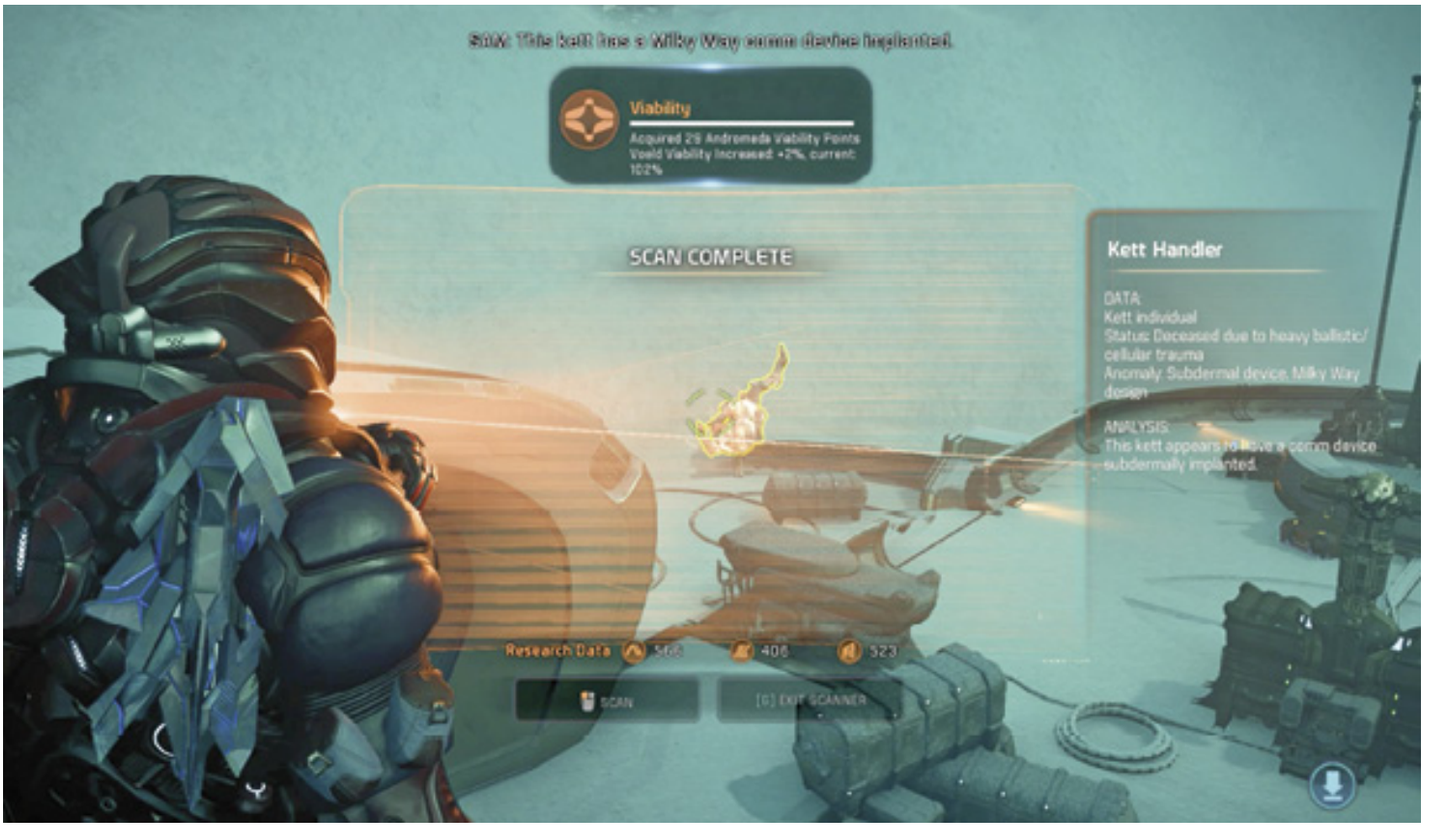
You earn a small amount of AVP and Havarl Viability +2%. That's it for Havarl. You're off to Voeld.

SCAN EVIDENCE FROM THE KETT HANDLER



VOELD

Depending on whether there's currently an Initiative outpost on Voeld, you either land near the Resistance base **(3)** or at your existing outpost **(4)**. Use a forward station to fast travel to the kett handler **(5)**. Once there, you discover a kett outpost. Defeat the Anointed and the many Chosen.



Search through all the carnage for the kett handler, then scan his body to collect evidence. Results are positive. He has an implanted comms device. You earn a little AVP, and Voeld Viability gets a +2% push. Head to Techiix **(6)**.

SCAN DR. ADEN'S EQUIPMENT ON VOELD

TECHIIX

Follow the navpoint deep inside Techiix **(6)**, and enter the marked building. Inside are multiple pieces of gear to scan that belongs to the doctor. Scan the large **lab equipment** to the left as you enter the left side door. Scan the **lab equipment** in the farthest corner of the room behind Yeveth.

There's another, taller piece of **lab equipment** in the middle of the room on the left wall. Looks like an old coal stove. With all the equipment scanned, there's one more thing you need. Scan the **angaran medical stats case** hanging on the wall to the right (as you walk in through the left door). You earn another small amount of AVP and +2% Voeld Viability.

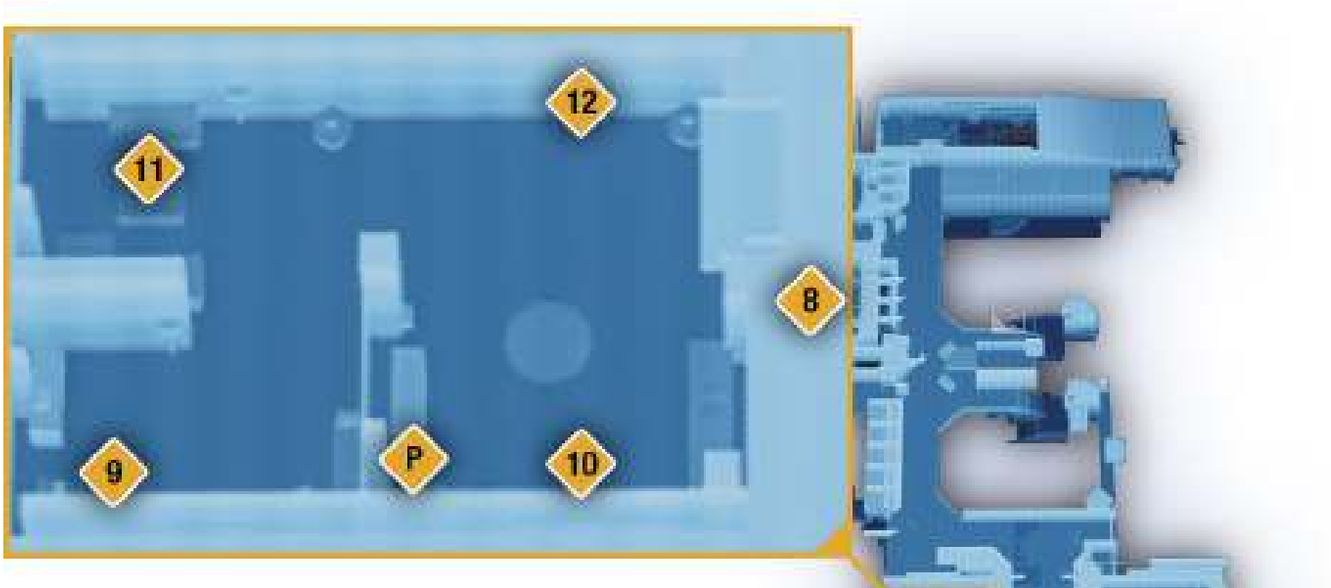
SPEAK TO HAYJER ABOUT YOUR FINDINGS

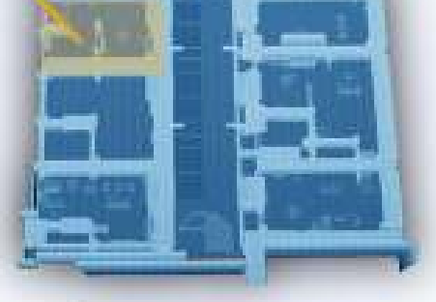
NEXUS OPERATIONS

Travel to the Zheng He system and land on the Nexus. Go to operations and speak to Hayjer **(7)**, who's waiting for you on the second landing in the Pathfinder's quarters.

He says he's there to help with the investigation into Dr. Aden at Saelen Varn's request. This is the right guy. Ask him if he believes the traitor theory. He tells you Rand Lon, an ark officer, has an apartment nearby. A quick scan could turn up something.

SEARCH RAND LON'S APARTMENT





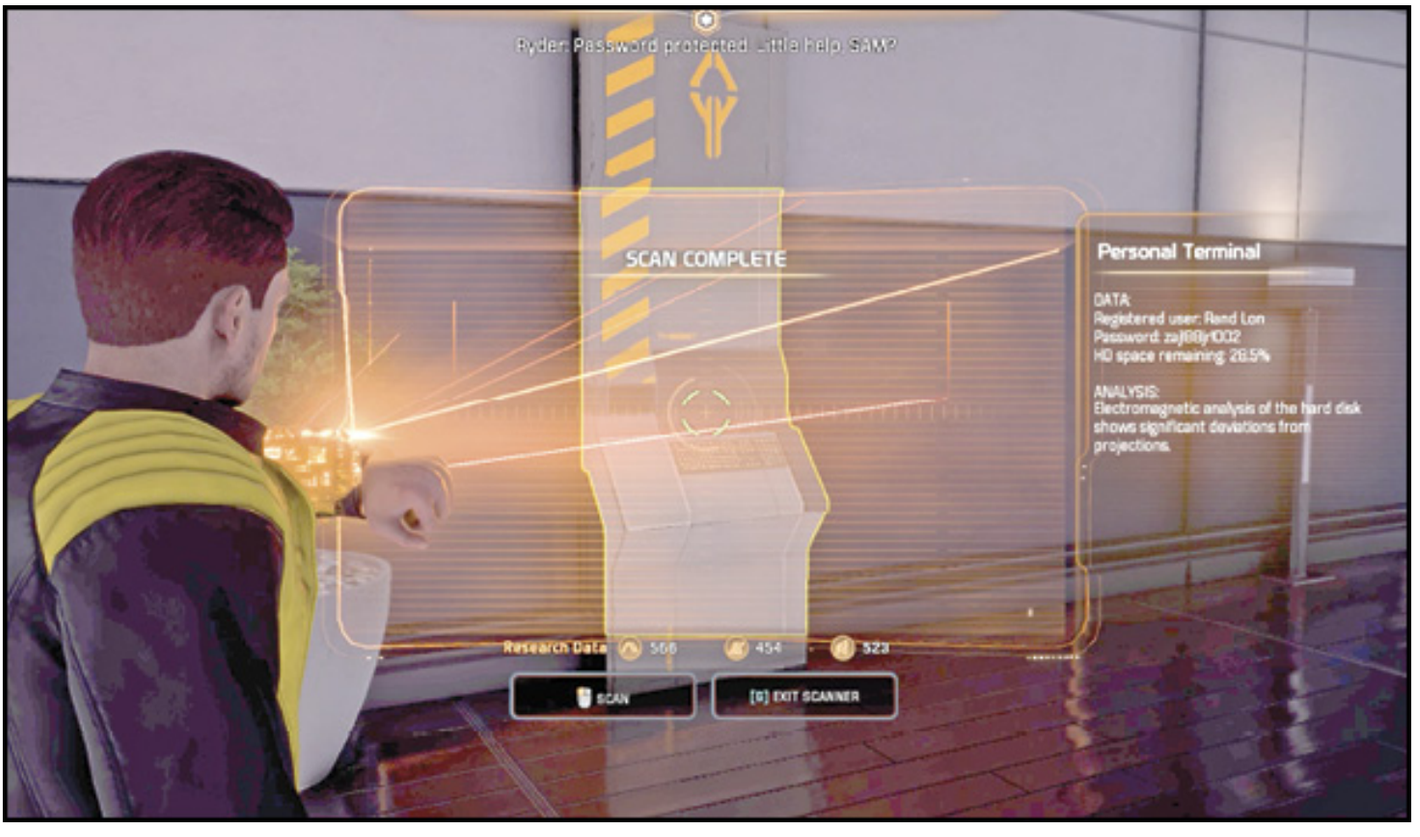
NEXUS COMMONS

Head to the top deck in the commons, then to the first apartment on the right **(8)**. Hack the door open and search the apartment. Scan the **dust traces** (footprints) around the beds **(9)** in the back room.

Scan the **food traces(10)** in the kitchen.

Scan the **talcum powder(11)** on the coffee table.

Scan the **personal terminal(12)** on the wall.

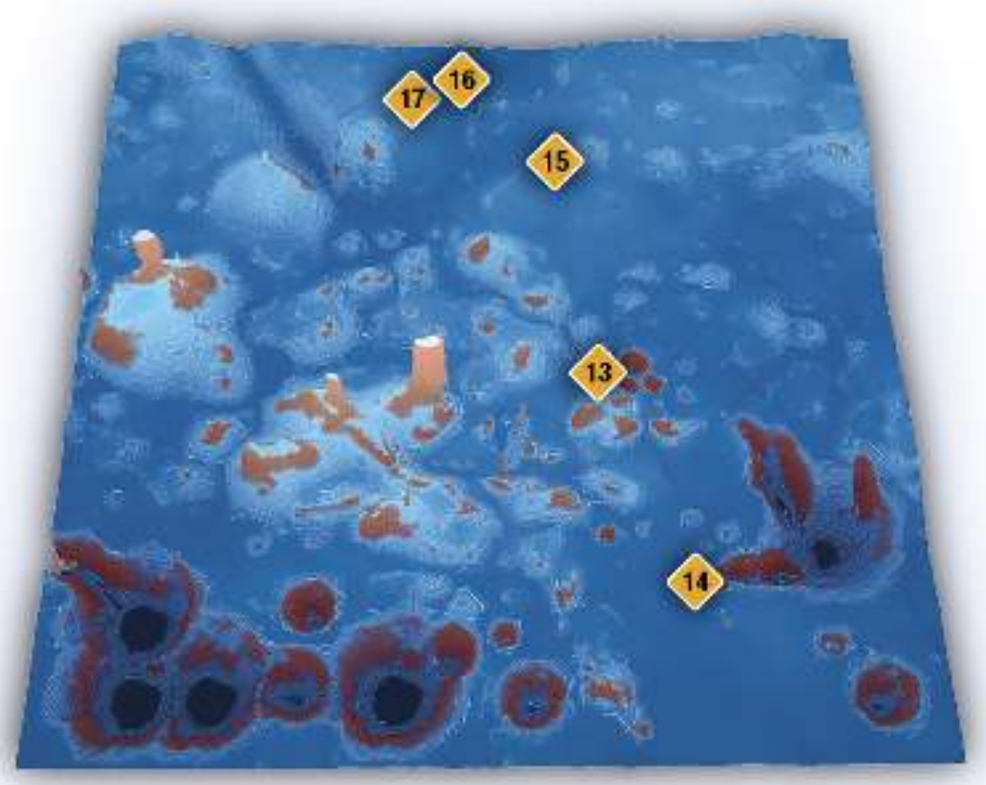


Scan the **plant(P)** in the corner. This is the key evidence; you learn someone has been around to water it. SAM locates a single fiber on the leaf, and it shows traces of novetamine.

LEAVE RAND LON'S APARTMENT

After scanning enough evidence, you're directed to leave the apartment. Just outside, you run into the owner of the apartment, Rand Lon. Awkward. Be truthful, or not, about your intentions in his room. Ask him about Dr. Aden. He says the two of them were awakened from stasis around the same time. When you mention Saelen's name, the conversation takes a turn. You get his side of the story.

GO TO THE NAVPOINT

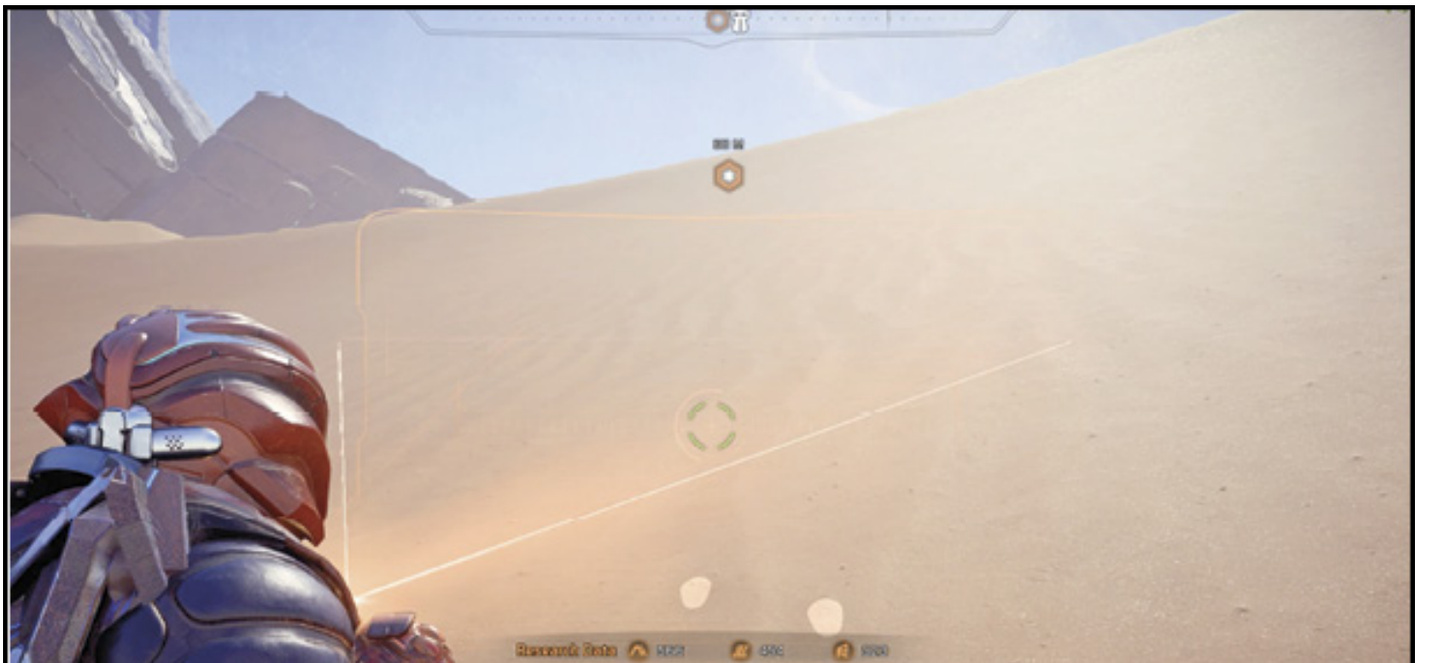


ELAADEN

SAM uses the samples from the scans to find the planet where the doctor should be. Travel to Elaaden. You land at your outpost **(13)** or the Paradise **(14)**, depending on your progress there. Use the Sea of Ataraxia Forward Station **(15)**, get the Nomad, and head northwest to the navpoint **(16)**. You come to a wrecked shuttle in the outskirts of the desert.

SCAN THE GROUND

Scan the footprints leading away from the shuttle. Follow the footprint trail up the nearby dune. A navpoint **(17)** appears at the top.



FOLLOW THE TRACKS

Follow the tracks until you come to a contraption **(17)** in the desert guarded by scavengers and Adhi. Must be something useful.

DEFEAT THE SCAVENGERS

Defeat the wildlife and the scavengers around the weird desert device. It becomes a bit of an ambush, so be prepared for a bigger battle than what first appears. Reinforcements come running from over the dunes.

HELP SAELEN

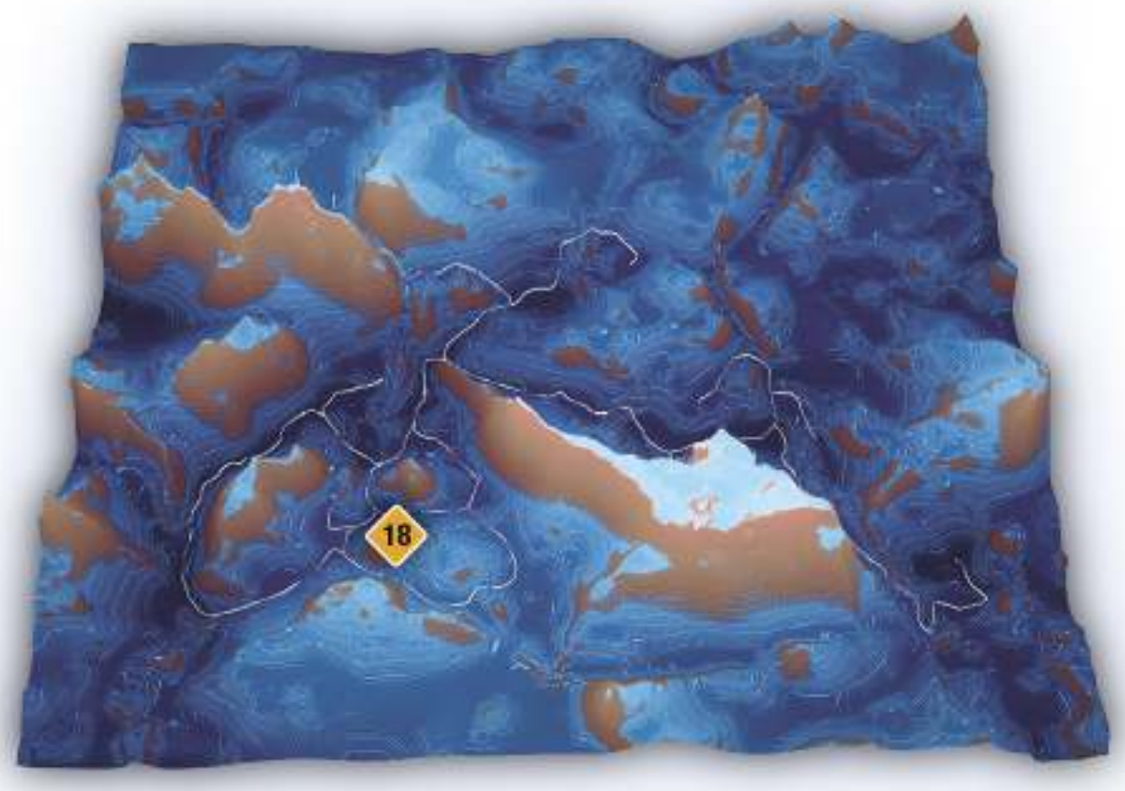
After the battle, look through the carnage for Saelen lying on the ground next to the small ramp on the platform. He says he called you to see if one of his suspects would do something reckless. They did. He found out about the

investigation you were running on the doctor and realized you were used to destroy evidence—evidence that pointed to Dr. Aden, who didn't have the clearance to alter logs or affect the nav computer. In the end, you need to decide to tell him there's no leverage to get Dr. Aden now or select "I don't trust you" if you feel like you're being used again. You earn a little AVP and Elaaden Viability +2%.

SPEAK TO RAEKA ABOUT YOUR FINDINGS

If you decide on getting more leverage, speak with Raeka to end the quest.

SPEAK TO THE IMPOSTER IN KADARA'S CAVES



If you choose not to trust Saelen in your last conversation with him, you find the imposter in Kadara's caves. Use the forward station in Sulfur Springs, and then run or take the Nomad south to the Draullir cave entrance.

Find Dr. Aden standing not too far into the tunnel next to a **container** of goodies. Talk to him. Saelen joins the conversation as well. You have a choice to make: Free Dr. Aden for the intel, or arrest him. Free him, and Saelen gets upset. Either way, the mission ends and you earn a lot of XP.

MASS EFFECT ANDROMEDA

Secondary Ops

Turian Ark: Lost But Not Forgotten

Mission Type: Allies and Relationships

Prerequisite: Must have gone to Kadara during “Hunting the Archon”

Start Location: Elaaden

Unlocking: Kill the Raiders around the anomaly.

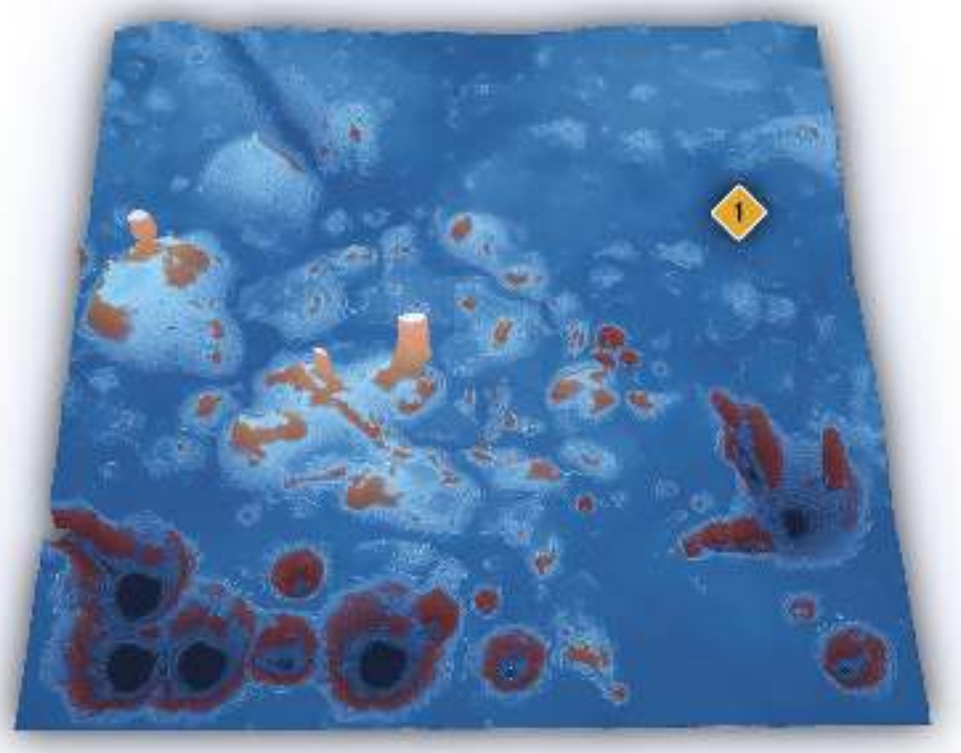
CONTINUING FROM “TURIAN ARK: NOT DEAD YET”

This quest picks up where “Turian Ark: Not Dead Yet” left off. Now that you’ve traveled to Kadara and interrogated the prisoner during “Hunting the Archon,” you can continue the “Turian Ark” quest on Elaaden.

CHECK YOUR EMAIL

After visiting Kadara during “Hunting the Archon,” check your email on the Tempest for a message from Avitus Rix. Avitus states he’s hearing rumors that scavengers found pieces of an ark on Elaaden.

INVESTIGATE THE ANOMALY



ELAADEN: SEA OF ATARAXIA

Follow the navpoint to a crash site **(1)** in the zone known as the Sea of Ataraxia, and on approach you spot a squad of Raiders. Pull up and defeat the Raiders, then investigate the scene.

SCAN STASIS PODS FOR THE TURIAN PATHFINDER

Scan the many cryogenic stasis pods scattered around the scene. SAM detects no lifeforms. Scan them until a navpoint appears near a stasis pod you've already scanned that you can now open.

INVESTIGATE THE POWERED STASIS POD

The scan results on the powered stasis pod say the occupant's name is Cnaeta Libutes. Open the pod. You discover it's empty. SAM deduces the pod was ejected long after the Natanus was reported missing. This means the ark may not be destroyed and their might be survivors.

CONTACT AVITUS VIA TEMPEST COMMS

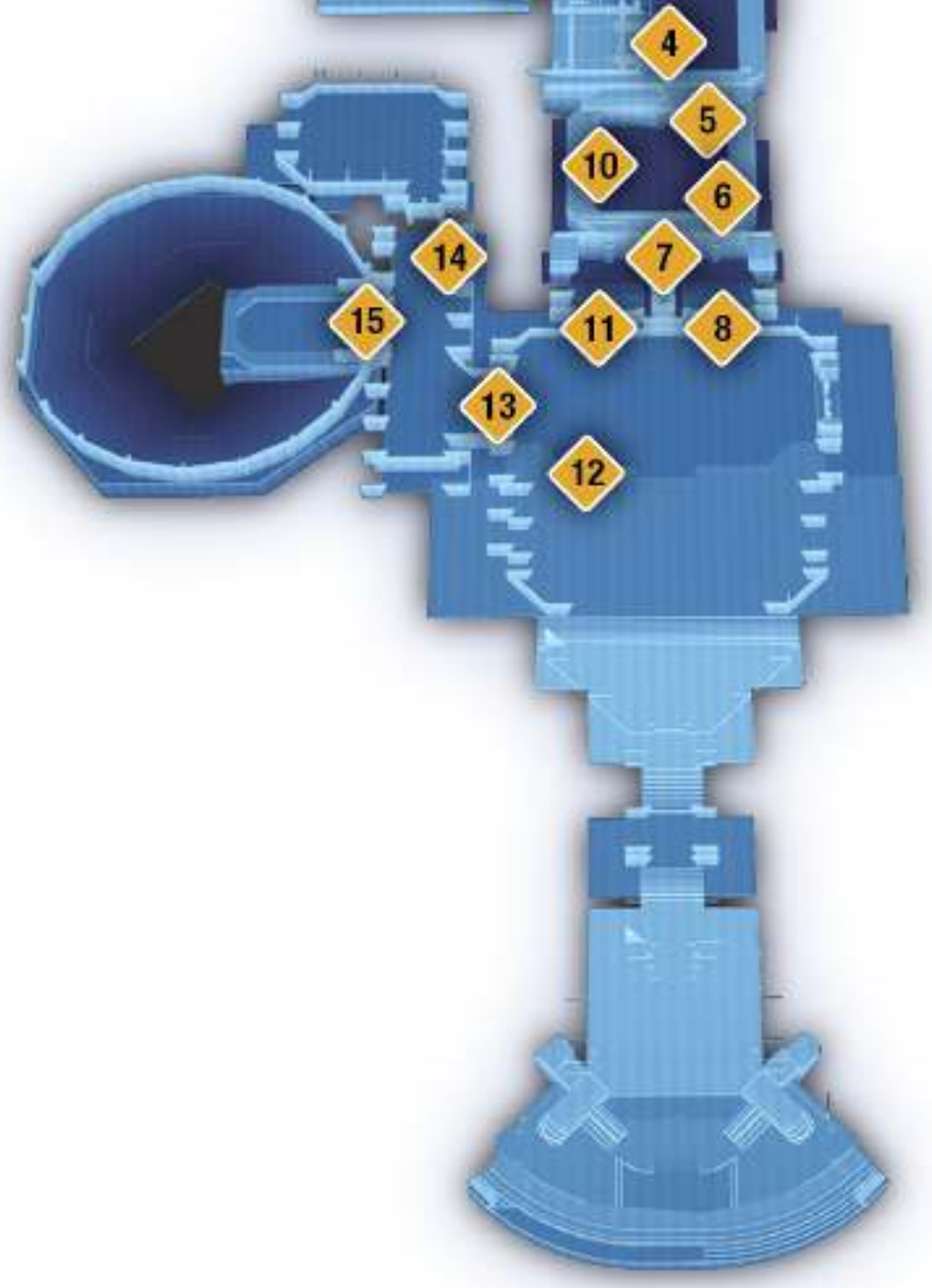
TEMPEST: MEETING ROOM

Avitus Rix believes that Macen Barro, the turian Pathfinder, is still alive. He thinks he's received an S.O.S. from Macen. You encourage him by telling him you found evidence that the ark may be intact—the stasis pods were jettisoned from the Natanus after the ark hit the Scourge. He sends you navpoints to meet him so you can find answers together.

MEET AVITUS AT THE NAVPOINT

Follow the navpoint to the Remav system. Find the Ark Natanus in the top-left quadrant of the solar system screen. Travel to the ark. Search for the docking bay, then confirm to disembark the Tempest. Choose your gear and your crew.

SPEAK TO AVITUS



ARK NATANUS

As soon as you board the ark **(2)**, you're greeted by Avitus Rix. He says life support's busted and he's surprised there's any gravity at all.

EXPLORE THE NATANUS

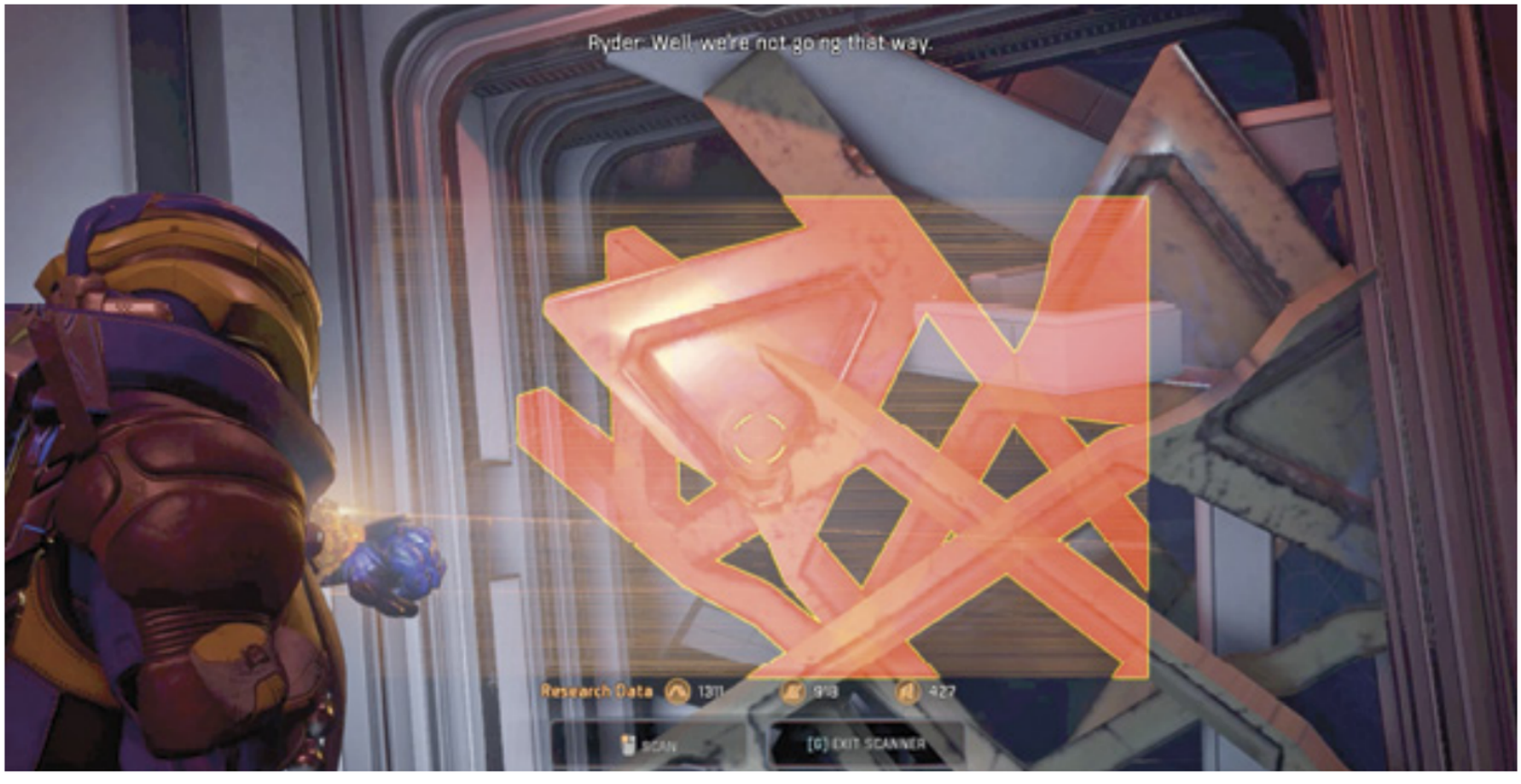
Climb the stairs to the locked door **(3)**, and scan the walls behind it and to your left to find a yellow conduit. Follow it back to the floor and to the Ark Natanus console **(4)**. This opens the door **(5)** that allows access to the atrium.

INVESTIGATE THE CONSOLE

Head through the newly opened door, and in the next left corner near a closed door, you can find an Ark Natanus console **(6)**. Use it to unlock the next door.

Avitus Rix comes up behind you and asks if you think your SAM can help you fix the console. You tell him you've found a log from Dea Praeton, the ark's captain. The video is corrupt, but you can recover the audio. He asks you to play it. You oblige. You hear the voice of Dea Praeton saying, "Something is tearing the Natanus apart." Dea and Macen are trying to get anyone awake to the escape pods. At the end, it sounds like Dea bailed on the plan. It's possible he and Macen found each other and made it to the escape pods as well. To play more of the corrupt footage, you need to find the SAM Node.

Push through the next door **(7)** and enter the stairwell on the left. Open the door **(8)** and scan the debris behind it. Scan the wall to the right of the door. Follow the yellow conduit down the railing and to the console in the previous room **(9)**. Activate the control to open the right door **(10)**.



MASS EFFECT ANDROMEDA

Secondary Ops

Turian Ark: Not Dead Yet

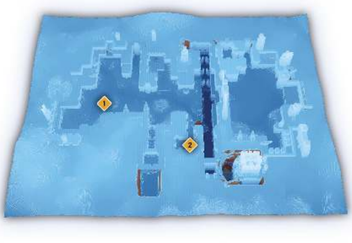
Mission Type: Allies and Relationships

Prerequisite: Chapter 3; land on Havarl; complete "Helping Havarl's Scientists"

Start Location: Havarl

Unlocking: Talk to Kiiran Dals after saving her scientists from Remnant stasis, or find the turian encampment.

SPEAK TO KIIRAN DALS



HAVARL: ANGARAN HQ

Talk to Kirran Dals **(1)** after "Helping Havarl's Scientists." At the end of the conversation, she asks you to speak to Tovar about the turians. The turian ark has been missing since its arrival in Heleus. Turians wearing Ark Natanus uniforms have been spotted on Havarl. Find them to gain information about what happened to the ark.

FIND THE TURIAN ENCAMPMENT

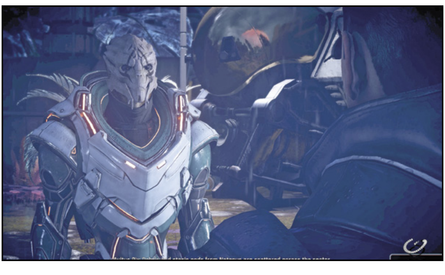
Follow the navpoint to a southern Havarl alleyway leading to the turian encampment **(2)**, where you discover inhabitants in Natanus uniforms battling Roekaar Raiders and wildlife—namely, many Adhi, large lizard-like creatures.

DEFEND THE TURIANS FROM THE ROEKAAR

When you've eliminated all the wildlife, a Roekaar ship arrives behind you at the alley entrance. Replenish lost ammo, pivot, find cover, position your team behind cover, and defeat this assault, starting with their Sharpshooter. Watch the radar to make sure all enemies are eliminated, and then go speak with the turian leader.

SPEAK WITH THE TURIAN LEADER

Head back into the camp **(2)** and speak with the Spectre, Avitus Rix, special tactics and reconnaissance. He thanks you for your help with the Roekaar, explains what happened to the turian ark, and informs you that their Pathfinder, Macen, is still missing, along with most of their population. He knows the Pathfinder is alive since Macen's SAM has not transferred to him. He gives you his info so you can call him when you hear anything regarding the whereabouts of his people or the Pathfinder.



MISSION ON HOLD—BUT IT REALLY JUST ENDED

Like other B-stories that say they're going on hold, this mission ends while the story continues under a different name. The story of the turian ark continues as "Turian Ark: Lost but Not Forgotten," which starts when you receive information regarding the Ark Natanus survivors or debris. This happens after you visit Kadara and receive an email from Avitus Rix about rumors of Natanus debris on Elaaden.

MASS EFFECT ANDROMEDA

Secondary Ops

Uncovering the Past

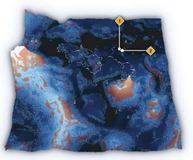
Mission Type: Helios Assignment: Voeld

Prerequisite: Chapter 2; complete "Remove the Heart"

Start Location: Voeld

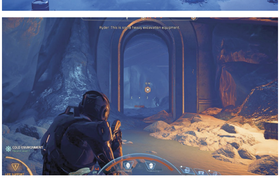
Unlocking: Complete the mission "Remove the Heart."

INVESTIGATE THE ICE CAVE



VOELD: JI NIHK, FROZEN DIG SITE

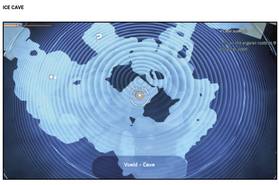
After bringing down Ja Nihk's shields (by completing "Remove the Heart"), you gain access to the interior of the smaller kett base (**1**). Find the entrance to the ice caves by following the heat lamps that line the gorge pathway. Take out Chosen as you advance. The Anointed at the end of the ravine poses the biggest threat.



Continue chasing the navpoint to eventually arrive at the tunnel cave entrance (**2**), which has a steel-reinforced doorway. Prepare to fend off Chosen and another Anointed on the other side.

CLEAR OUT THE KETT

ICE CAVE



Soon you reach a high ledge (**3**) overlooking a large chamber with kett scrambling along the floor below. Destroy these four Chosen before jumping down into the chamber.

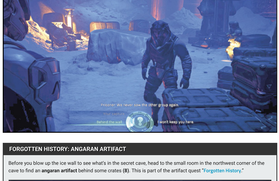
There's a new navpoint (**4**) in the middle of the cave system that (when you look at your map) emits a field engulfing the entire map. You don't need to travel to this navpoint; the map field merely indicating you should clear all the kett out of the cave. Jump off the ledge and work your way through the cave, keeping to the rightmost pathway until you spot an angara in a cage (**5**).

RESCUE THE CAPTURED ANGARA

Find caged angara in the southeast (**5**) and northeast (**6**) corners. Rescue them (**5**). Continue northward, following the heat lamps, to battle more kett and open two more angaran cages (**6**)(**7**). Kill the kett and free the prisoners.

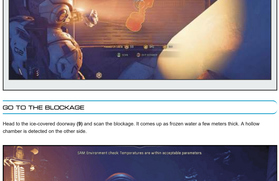
TALK TO THE RESCUED ANGARA

Now that you've rescued all the angara, talk to the angaran former captive who stands between the two cages. He leads the others safely back to Techlo. When pressed, he also tells you the kett are trying to get into a room behind a nearby wall (**8**). He hints that you could use explosives to punch through the ice. As for what's behind the wall, all he knows is it's some sort of old machine that may still be functional.



FORGOTTEN HISTORY: ANGARAN ARTIFACT

Before you blow up the ice wall to see what's in the secret cave, head to the small room in the northwest corner of the cave to find an **angaran artifact** behind some crates (**9**). This is part of the artifact quest "Forgotten History."



GO TO THE BLOCKAGE

Head to the ice-covered doorway (**9**) and scan the blockage. It comes up as frozen water a few meters thick. A hollow chamber is detected on the other side.

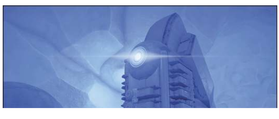
CLEAR THE BLAST ZONE

Head back the way you came and duck behind the barrier (**10**). The ice blockage explodes from the doorway.

ENTER THE CHAMBER

Enter the now-accessible north cave (**11**). Follow the short tunnel to a large, open ice cave housing a strange machine (**12**). Approach this apparatus to interact with it.

During your conversation with the mysterious and ominous ancient AI, you have potentially two important decisions to make. The first: Choose to kill the AI when it attacks the angaran captive who's followed you into the cave, or allow the AI to live. If you allow it to live, then decide to either work with it by choosing "Keep AI to work with SAM," or give it away by selecting "Give AI to the angara." If you choose to kill the AI, you shoot it, destroying it immediately.



MASS EFFECT ANDROMEDA

Secondary Ops

Vetra Nyx: A Moment Planetside

Mission Type: Allies and Relationships

Prerequisite: Complete Vetra's Loyalty Mission "Means and Ends"

Start Location: Tempest

Unlocking: Read email from Vetra.

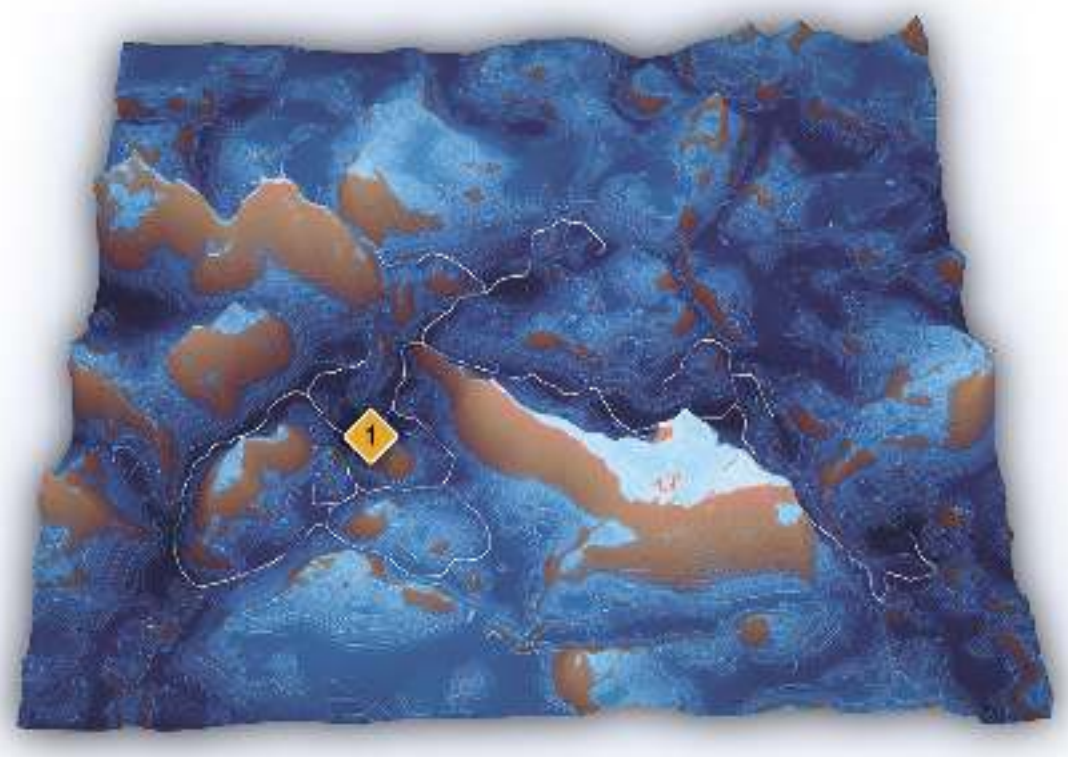
READ EMAIL FROM VETRA

TEMPEST

Read the email titled "Kadara" from Vetra. She says she's found something on Kadara that she wants to show you.

Kadara
Garden
Just checking in
One more try...
You okay?
Kadara
To: Ryder
From: Vetra
Ryder,
Don't worry. Sid didn't do something reckless. This time. As far as I know.
I've just found something cool on Kadara. Wanna meet me there? I'll send the navpoint as an attachment.
-V

GO WITH VETRA TO SULFUR SPRINGS ON KADARA



In Kadara, use the Sulfur Springs Forward Station for fast travel, head northeast on the road, and look for the navpoint **(1)** on top of a boulder overlooking the acid pools. Talk to Vetra, and the two of you go on a rock-climbing adventure…race. During the climbing sequence, watch the lower-right corner for the Jump-Jet command prompt. If you feel you need to win—by cheating—hit that button. It's probably better to let her win.

MASS EFFECT ANDROMEDA

Secondary Ops

Vetra Nyx: Means and Ends

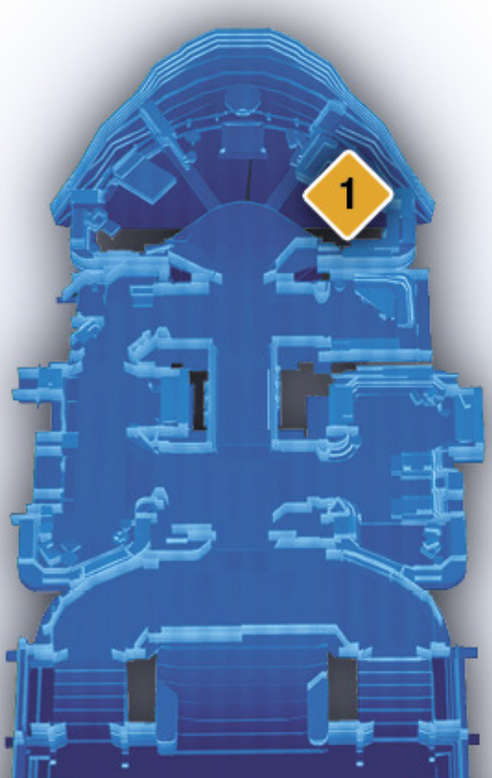
Mission Type: Allies and Relationships

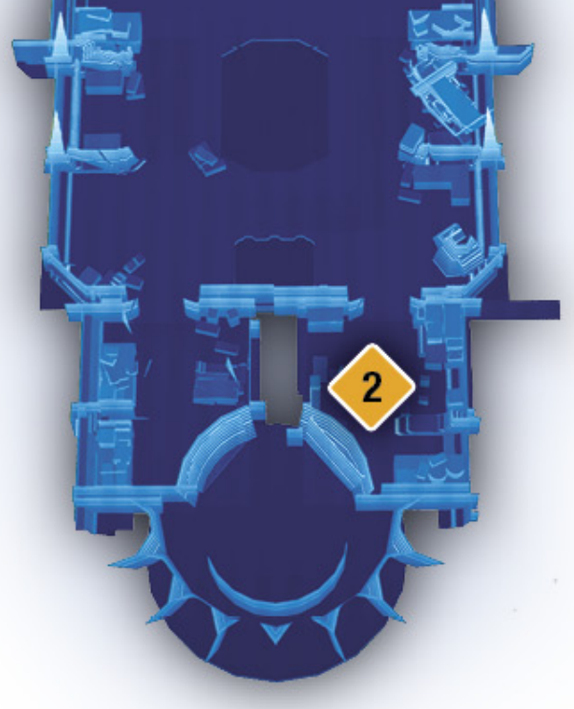
Prerequisite: Chapter 3; after mission debrief aboard the Tempest following obtaining the kett communication device and returning from Kadara (there is no B-story prerequisite associated with this Loyalty Mission)

Start Location: Tempest

Unlocking: Read email from Vetra.

READ VETRA'S MESSAGE

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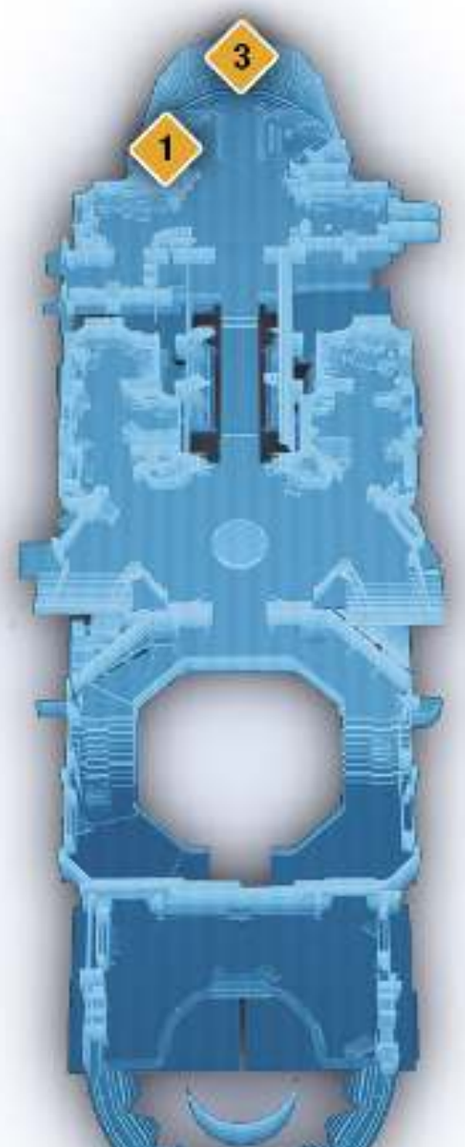
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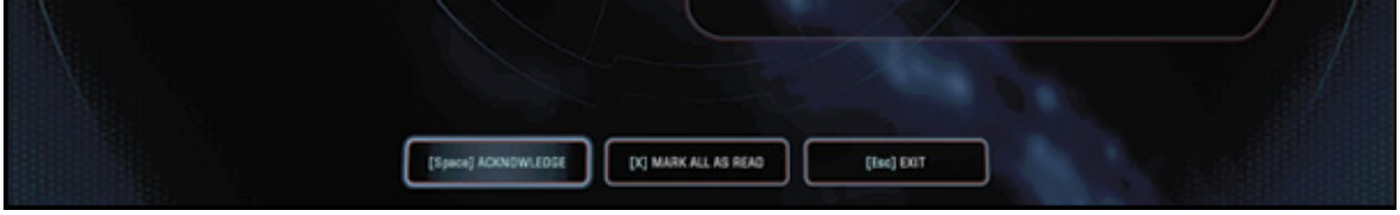
TEMPEST

After the prerequisites are met, read the email from Vetra titled “Sid,” using the console **(1)** in your bedroom or the email console on the Tempest bridge.

GO SEE VETRA

TEMPEST: SUPPLY ROOM

Find and speak to Vetra in the supply room **(2)**. The two of you call Sid, Vetra’s sister, who shares that she’s heard about some settlers missing from the settlements you’ve started. Sid believes she knows where the settlers are hidden and wants to help rescue them. However, Vetra wants her to stay on the Nexus, where she’s safe.



GO TO H-047C IN THE REMAV SYSTEM

Head to the bridge **(3)** and take the ship to the Remav system **(4)**, then land on the moon H-047C **(5)**. Choose your **weapons** and your strike team. We suggest bringing along **Vetra**, since you're on her sister's mission.

FIND THE ABANDONED MINE

H-047C

From the landing site **(6)** on Corytus Plateau, drive the Nomad southwest to the Idriya crater **(7)**, where you find a lunar base. Drive into the vehicle entry.

EXPLORE THE FACILITY

Once you're under the dome and before you enter the facility, you have a chance to change your teammates. We suggest keeping **Vetra** with you.

FIND A WAY OUT OF MERIWEATHER'S PRISON

UNDERGROUND MINE

Just inside the facility, you trigger a trapdoor, dropping the team down into the bowels of the base. Meriweather has led you into her trap. Ryder presses Vetra for an explanation. Vetra claims she has no idea what's going on, just as Galloway enters the room and admits they used to work for Meriweather—who runs a smuggling ring on Kadara—and Vetra helped them escape.

The first thing you need to do is find a way out of the prison **(8)**. Head downstairs and scan the locked door **(9)**. A mysterious ally contacts you over comms and says the door can be opened on their end if you send some power to them.

FIND A WAY TO CONNECT THE GENERATOR TO THE DOOR

Scan the large generator on the lower level next to the stairs. This creates a generator prompt on its left side. Activate it. A green light begins to glow in the generator. Now you need to connect the generator to the locked door.

Head upstairs again and scan the three different lines of networking cables on the floor until you find the group of cables that aren't broken (see scanner info). The cables you need are called "Power Conduit." Pick this up and take it downstairs to the generator.

ACTIVATE THE DOOR

The generator now has a "Power Cable" trigger on its right side. Use the button to tie in the conduit that powers the door. It opens automatically. Enter the next room.

ACCOMPANY THE COLONISTS TO THE STORAGE ROOM

Hacking the door trips a silent alarm, which means you need to hide Galloway and his team. The mysterious ally on comms warns you that if the guards spot Galloway and his group, they will kill them. You must hide them. Head down the walkway **(10)** and enter the first room on the right **(11)**. A countdown appears on-screen; it displays 29 seconds until guards arrive. Remain in the room with the colonists. Allow the door to shut.

CHECK THE SECURITY FOOTAGE

Access the security footage on the panel on the right side of the door. Watch as the guards run by the storage room. The voice of your mysterious ally says if you wait for them to go by, you can catch them off guard.

Five Raiders appear on the catwalks, working their way to you from the stairs ahead. Be smart and use cover as you command your team to attack the first visible enemy. Work your way up the stairs to take down the remaining Raiders on the platform above.

DEAL WITH THE GUARDS

Exit the storage room and defeat the guards who just passed by on their way into the prison you broke out of.

SPEAK TO GALLOWAY

Once the enemy has been dealt with, backtrack to the storage room where you left the others and talk to Galloway **(11)**. The mysterious ally is revealed to be Sid, and Galloway's group discovers that she was the one who saved them. Vetra pleads with her to return to the shuttle and the safety of the Nexus. Sid refuses and says she can help get *everyone* out. Vetra allows Sid to remain and help with security remotely.

HEAD TO THE MESS HALL

Leave the storage room, turn right on the catwalk, and head up the stairs and into the room on the next level **(12)**. Loot the container and load up on the ammo supplies there. Head through the doorway Sid unlocks and across the next catwalk to another locked door **(13)**.

USE THE SECURITY CAMERA TO FIND AN ADVANTAGE

Use the security monitor to the right of the locked door **(13)** to peek inside the next room. Look straight ahead through the security camera and scan the large generator in the middle of the room. You can also scan the workshop door **(14)** to the left of the generator. You have a choice: Either use the generator to cause an explosion and damage some enemies, or open the workshop door in the back of the room to get to some containers with some pretty nice loot. Or you could do nothing.

DEAL WITH THE OUTLAWSIN THE MESS HALL

Push into the mess hall. You face the Anarchist, a Sharpshooter, an Agent, and some Raiders. Defeat them all. Before you leave the mess, make sure to scan enemies, pick up dropped weapons, check out the **container** on the balcony, and grab the loot in the workshop—if you chose to unlock that door.

GET TO THE MENAGERIE

Head through the open door at the opposite end of the mess hall to find a **container** near the next hallway door.

USE THE MENAGERIE'S SECURITY CAMERA

At the locked menagerie door **(15)**, interact with the security camera to the right of it. Scan the entire room (including to your extreme right) to locate all the animal cages. Inside the cages, from left to right, are caged Adhi, an Eiroch, Arknids, two turrets, and Challyrions. To your extreme right are more Arknids (Spitbugs). These are creatures that secrete a noxious discharge, and the guards will be compelled to deal with them if they're released.

Exit the security cam view to review your options, which include changing turret protocol, shutting off the turrets, and freeing the beasts. The most entertaining option is to free the beasts and then re-enter the security cam view to watch the calamity in the next room as it unfolds. Enter the room, enter cover, and attack the guards while they're preoccupied with the creatures. Deal with the turrets on the upper-right level first, then take out the remaining guards and creatures. Clear the room of the Agents, Anarchist, and Sharpshooters. Check the wildlife cages for goodies.

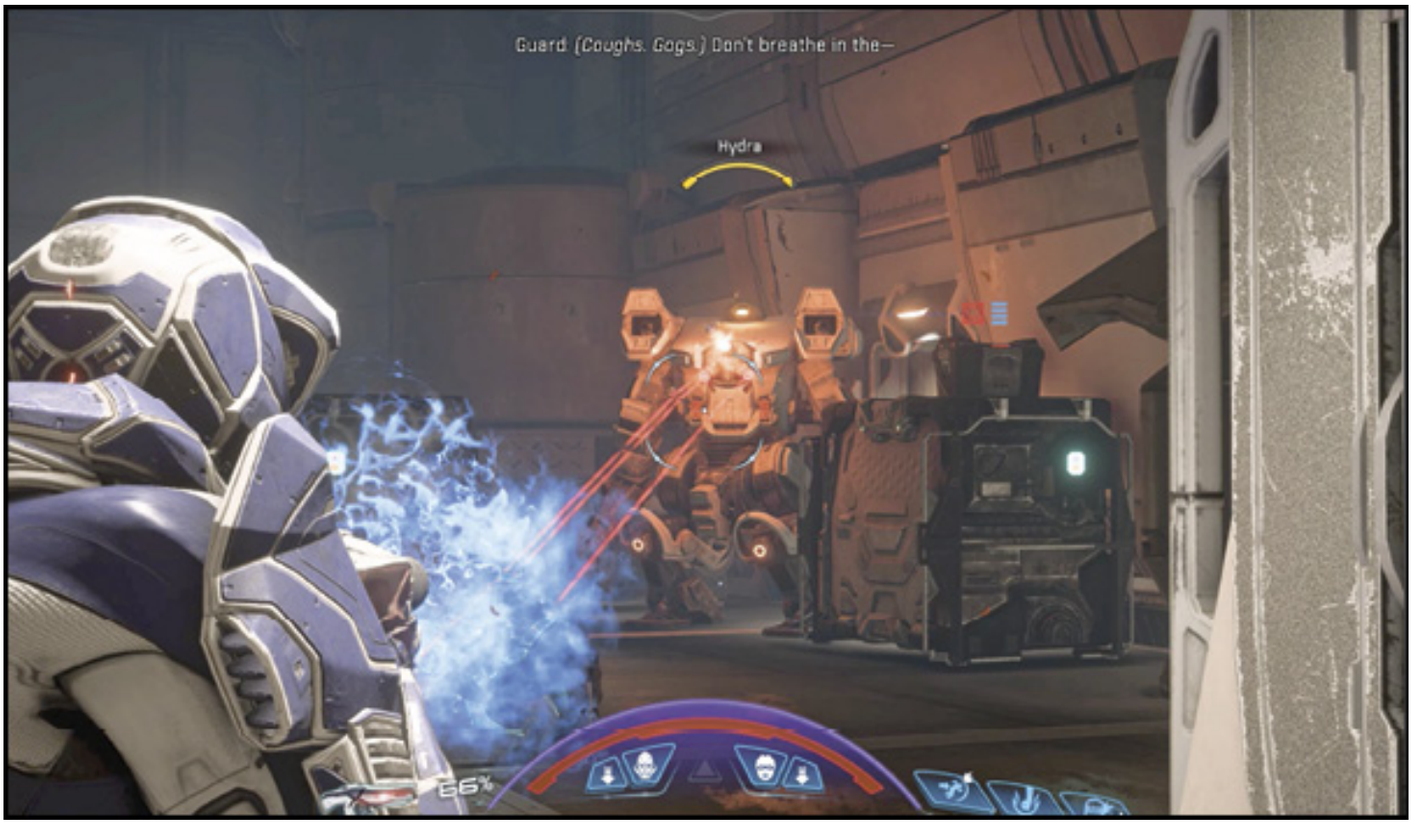
KILL THE FIEND

Near the end of the battle, a Fiend is released from its cage. Get on the catwalks to limit its mobility. Send your teammates to attack this beast while you take cover and attack safely. Use your special powers and enhanced ammo options. Take the Fiend down, search the room for containers, and then exit through the next door **(16)**.

USE THE WORKSHOP'S SECURITY CAMERA

Inside the workshop you can scan multiple items. From left to right, you can find a **crane rig**, **compressed gas tanks**, a **Hydra pilot**, and a **Hydra mech**.

Back out of the security cam view and choose to blow the engine, gas the room, disable the Hydra armor, or do nothing. Try gassing the room, and then open the door just enough to defeat the Hydra from the hallway; this gives you moments of protection before the enemies seek you out.



If you gassed the room, stay off the bottom floor to avoid gas damage. Move around the top balcony, taking out the remaining enemies in the room. Running to the far end of the room and confronting the Sharpshooter on the balcony is a good start.

MOVE FORWARD THROUGH THE REST OF THE FACILITY

Reach the open door on the other end of the room **(18)**. Sid goes silent when asked for intel on the area ahead, and Vetra gets worried. Sid finally replies. She thinks the enemy has found her shuttle—then radio silence for good this time. Tell Vetra the plan is to rush in and help.

DEAL WITH SECURITY AND GUARDS

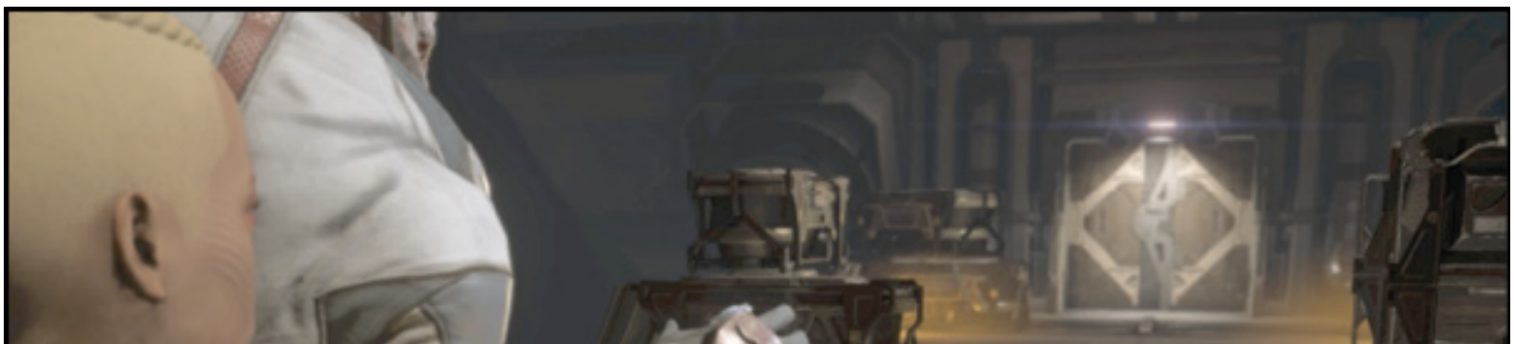
Burst into the room and surge forward, shooting the Raiders, Wraiths, and Adhi along the way. Use cover when you get within range of the turrets at the top of the platform on the opposite side of the room.

OPTIONAL: DISABLE THE TURRETS

Find the security control console **(19)** on the left side of the turret platform at ground level. Interact with it to turn the turrets to your side so they assist in defeating the enemy in the room.

GET TO SID

When the door unlocks, enter the next small chamber and refill your ammo using the ammo crates inside. Head through the next door and enter the shuttle docking area **(20)**. In a cutscene, Meriweather marches Sid off the dock with a grenade in hand. In the conversation option, ask Meriweather what she wants. She asks you to put your weapons down, and you and your team comply. Just before your weapon touches the ground, you can fire off a shot that throws Meriweather back, and the grenade drops. To pull this off, you need to be quick with the command that appears in the lower-right corner.



KILL MERIWEATHER AND HER GUARDS

If you hit the prompted command in time, Vetra snatches up the grenade and tosses it toward the enemy troops. Your team takes cover beside the nearby crates. When control returns, begin fighting Meriweather and the distant Sharpshooters, Agents, and Raiders. There are around 10 enemies to deal with, including Meriweather and an Anarchist, who hold their ground around the shuttle **(21)**.

TALK TO SID

After the battle is won, talk to Sid on the shuttle dock **(20)**. Sid and Vetra have a stirring reunion, but Sid leaves upset. No matter how you direct the conversation, the two end up going separate ways, needing time to cool down.

GET TO THE WORKSHOP

Head through the empty cave passage to reach the workshop doors and the security cam console **(17)**.

Secondary Ops
Water Supply

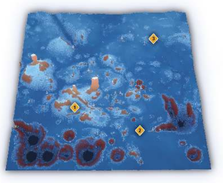
Mission Type: Heleus Assignment: Elaaden

Prerequisite: Land on Elaaden

Start Location: Elaaden

Unlocking: Interact with the console in the guard tower.

LISTEN TO THE MESSAGE ON THE CONSOLE



ELAADEN: SCAVENGER FLOPHOUSE ("MISERY")

While in the scavenger flophouse compound for "Search for the Stolen Remnant Drive Core" or "The Flophouse," or even "Crisis Response," climb the guard tower **(1)** and listen to the audio on the console. The scavenger on the audio mentions Annea (the merchant at the Paradise), her water source at the office, and the amount of security she has. It sounds like someone is planning an attack on her water source. Agree to help, and a navpoint pops up on the map at the Paradise **(2)**.

GO TO THE PARADISE

Use the forward station at the Paradise **(2)** to get there quickly from wherever you are on Elaaden. Once you approach the walkway, this objective is met.

FIND ANNEA'S OFFICE

Jump up or use the exterior stairs to get to the second level on top of the Paradise. The locked door **(3)** leads to Annea's office.

SCAN FOR A NETWORK CONSOLE

SAM suggests you scan the area to see if you can discover a way in. You can see a yellow conduit on the floor inside. Jump down to the ground and follow the conduit away from the building.

HACK THE NETWORK CONSOLE TO ACCESS ANNEA'S OFFICE

The conduit leads to a small computer console **(4)** on the far side of the metal walkway where the crazy scavenger stands. The console faces the pit. Hack the console to unlock Annea's office door.

ENTER ANNEA'S OFFICE

Return to the second level of the Paradise **(3)** and enter her office. Look beyond all the illegal mushrooms she's growing in here to find the **datapad** on a table to the left. It's evidence that her water supply is coming from an underground lake. Scan her **angaran computer** before you leave the office—Research Data.

SEARCH FOR CLUES ABOUT THE LOCATION OF THE WATER SOURCE

SEA OF ATARAXIA

Find a small cave **(5)** entrance at a small oasis (where you can also find **fluorite** for "Hitting Rocks for Science") in the Sea of Ataraxia.

GO TO THE WATER SOURCE

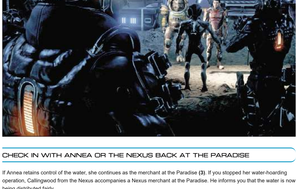
Enter the door (which is unlocked now that this mission is active) and follow the dark cave as far back as you can go to find a dock on a small underground pond.

SCAN FOR INFORMATION

Stand on the end of the dock and scan the **water supply pond** (Remnant device) out in the water.

Annea and a small band of scavengers sneak up behind you at the dock. The situation remains civil and a conversation begins. You have choices to make here.

If you choose to let Annea keep the water under her control, your next step is to check in with her at the Paradise. If you choose not to let her keep control of the water, you must defeat her Raiders there in the cave after the conversation ends. Annea escapes. If this happens, check in with Nexus officials at the Paradise. In the latter scenario, Annea will no longer be the merchant at the Paradise.



CHECK IN WITH ANNEA OR THE NEXUS BACK AT THE PARADISE

If Annea retains control of the water, she continues as the merchant at the Paradise **(3)**. If you stopped her water-hoarding operation, Cathigwood from the Nexus accompanies a Nexus merchant at the Paradise. He informs you that the water is now being distributed fairly.

MASS EFFECT ANDROMEDA

Secondary Ops
White Death

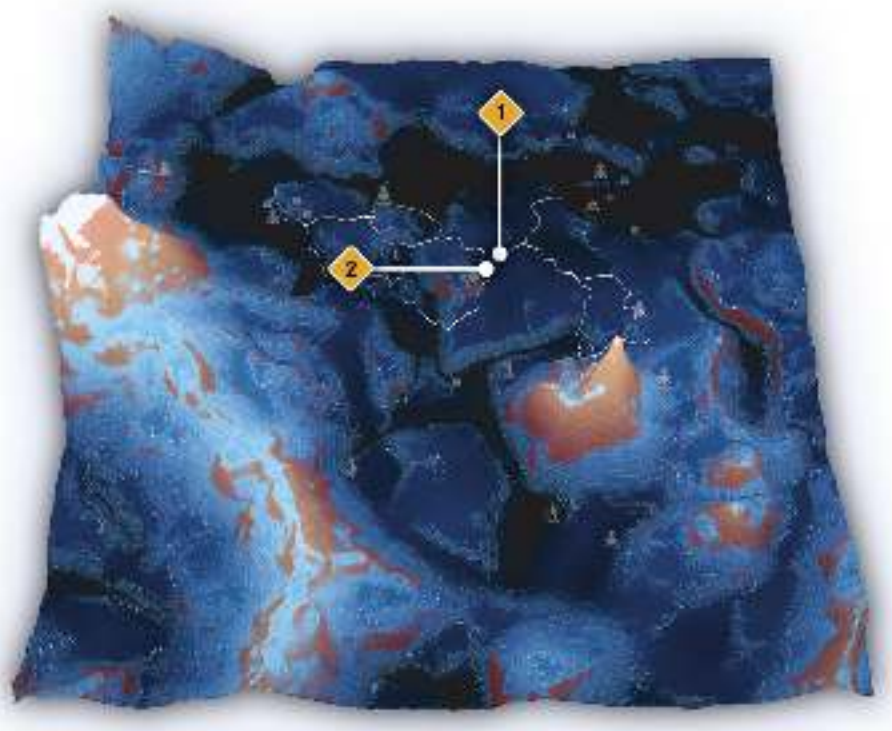
Mission Type: Heleus Assignment: Voeld

Prerequisite: Chapter 2; complete “Return to the Tempest” after Aya during “A Trail of Hope”

Start Location: Voeld

Unlocking: Scan the Wraith near Techiix.

SCAN FOR THE WRAITH



VOELD: TECHIIX

When you first visit Techiix, look for the sniper out on the platform on the ice lake in front of the daar. He’s not very talkative until you help him out. Drive a little northeast of his position, remaining on the ice lake. Check out the map and drive to the navpoint just north of Techiix **(1)**, where the tire tracks first appear in the snow on the lake.

Exit the Nomad and, for kicks, look down through the ice for a chance to see the Architect swimming beneath the surface. Pull up the scanner and search for the cloaked Wraith in the area indicated on your map. As soon as you find it and execute a good scan, the distant sniper takes it out. Now you can go speak to Orev **(2)**, the mystery sniper on the platform, if you wish. You can brag about defeating an Architect, if you’ve done so by this point.

Changelog
Updates

MARCH 28, 2017

- Updated Multiplayer Enemies section to include fighting tactics for each of the enemy types.

MARCH 29, 2017

- Updated Secondary Ops quest table to include starting locations for improved quest navigation.

MARCH 31, 2017

- Added expanded strategy to the Waves and Objectives section in the Multiplayer chapter.
- Updated maps to include container locations in the following sections:
  - Mission 1: Planetside
  - Mission 2: A Better Beginning
  - Mission 3: A Trail of Hope.

APRIL 10, 2017

- Updated the requirements needed for Cora Harper's relationship.

APRIL 11, 2017

- Updated The Firefighters Secondary Ops quest.

APRIL 14, 2017

- Updated the Multiplayer Characters section to include the Salarian Architect.

APRIL 19, 2017

- Updated the Task: Remnant Data Cores.
- Updated the Tempest Trophies in the Game Mechanics chapter.

APRIL 27, 2017

- Updated the Multiplayer Characters section.
- Added a section covering the Strike Team & APEX Missions.

MAY 12, 2017

- Updated section covering the Strike Team & APEX Missions with recent updates to the mission playlist.

MAY 13, 2017

- Updated Assault Rifles section to include the X5 Ghost Assault Rifle added by game patch 1.06

JUNE 14, 2017

- Updated Jaal's relationship information.

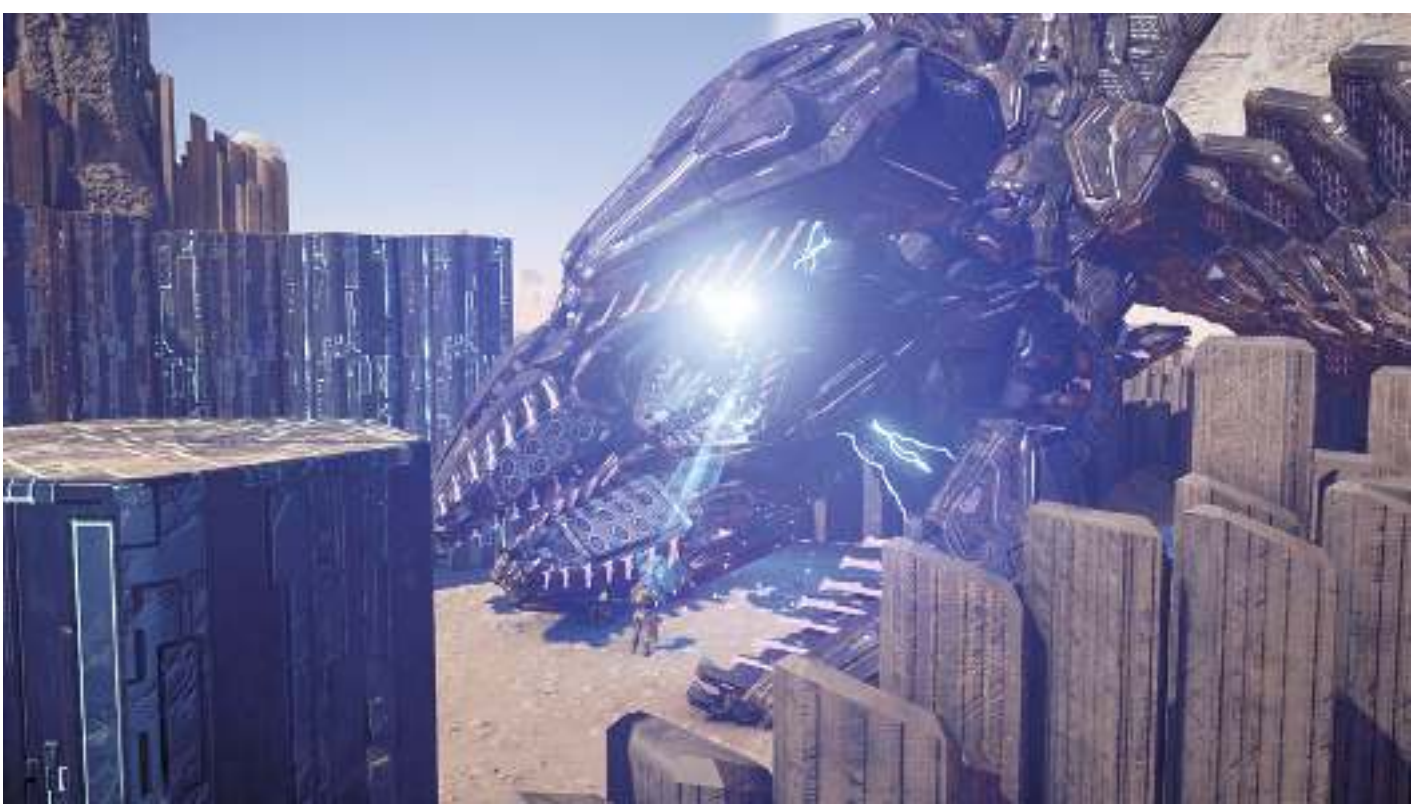
MASS EFFECT ANDROMEDA

Architect Encounters

Overview

This section outlines strategies for overcoming the epic Architect battles found on Eos, Voeld, Kadara, and Elaaden. These encounters are comparable to epic, large-scale dragon battles in other games, like the high dragon encounters in *Dragon Age: Inquisition*.

While there are multiple strategies and approaches you can take to defeat an Architect, the following guide revolves mainly **around assault and sniper rifle usage**, **amplifying weak-point damage**, **Tactical Cloak disengagement**, **EMP Overload**, **and Sticky Omni Grenade burst damage**.



This strategy is geared toward the Insanity difficulty, for Pathfinders around Level 35 and above. For details on unlocking associated quests, see the Secondary Ops chapter.

WHAT INCREASES HEADSHOT/WEAK-POINT BONUS?

Infiltrator profile (invest in combat and tech powers)

Maverick armor (craft or purchase from Kadara Port)

MASS EFFECT ANDROMEDA

Architect Encounters

General Phase Flowchart

GENERAL COMBAT GUIDELINES

Actively direct your squadmates to focus on targets using the *Order Squadmate* commands. This is vital for taking out the waves of Remnant in these encounters and for doing burst damage to the leg conduits.

Consider taking *Vetra* and *Peebee* with you for these encounters, specifically for Vetra's Turian Smuggler Rank 6 upgrade, *Focus Fire*. This upgrade amplifies all damage done to the target Vetra fires at with her rifle, up to a 100% increase. Peebee's Invasion also applies a defense debuff, effective against conduits. Not only that, but Peebee is hands down the best in the squad at crowd control, so she's doubly effective when considering Remnant wave phases.

Avoid biotic powers. Aside from their debilitating properties, they aren't nearly as strong as tech powers against synthetic enemies, particularly the Architect.

Dash behind cover if you see or hear the Architect winding up one of its deadly weapons, and use a peek-and-fire technique to dish out damage to conduits. Better safe than sorry!

Keep incendiary ammo or disruptor ammo active at all times. Incendiary ammo deals the most damage overall (against conduits), while disruptor ammo is effective at destroying smaller Remnant. You can keep both ammo types active by applying one per weapon, if you have two guns.

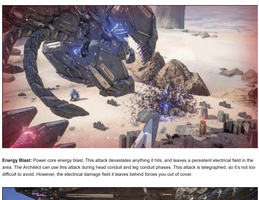
Instead of using powers to prime combos, use your fire- and electricity-based ammo. For instance, with the Shatter Defenses upgrade in assault rifles, you can unload an incendiary-augmented clip into a conduit, then, while the conduit is debuffed, detonate the fire combo with one of your detonators.

Destroy the **head conduit** to bring down the Architect's interface (your "win condition"). Its head conduit is exposed when **one of its leg conduits becomes wounded**. Wounding a leg means bringing that leg's conduit health down to 50%. When the head conduit is exposed, damage can be done to it. Most attacks into its major power core embedded in its nose count as **weak-point** hits, so enhancing your weak-point damage stat is extremely effective for these fights.

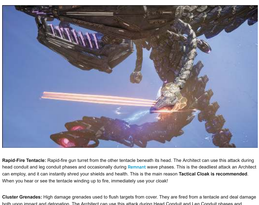
When a leg conduit is fully destroyed, the Architect **repositions** itself across the map. This occurs twice after the initial "wound," for a total of three battle positions around the area. This is one of the most important aspects of planning your Architect strategy, since each position may change your approach and what supplies you have access to. For specific mount locations, see the planet-specific sections following this general guideline. The Architect's location pattern is static, so it's predictable.

Also note that transitioning between phases in the battle revives knocked-out squadmates automatically.

WEAPONS AND ATTACKS

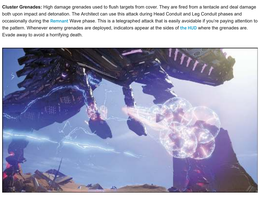


Energy Blast: Power core energy blast. This attack devastates anything it hits, and leaves a persistent electrical field in the area. The Architect can use this attack during head conduit and leg conduit phases. This attack is telegraphed, so it's not too difficult to avoid. However, the electrical damage field it leaves behind forces you out of cover.



Rapid-Fire Tentacle: Rapid-fire gun turret from the other tentacle beneath its head. The Architect can use this attack during head conduit and leg conduit phases and occasionally during Remnant wave phases. This is the deadliest attack an Architect can employ, and it can instantly shred your shields and health. This is the main reason **Tactical Cloak is recommended**. When you hear or see the tentacle winding up to fire, immediately use your cloak!

Cluster Grenades: High damage grenades used to flush targets from cover. They are fired from a tentacle and deal damage both upon impact and detonation. The Architect can use this attack during Head Conduit and Leg Conduit phases and occasionally during the Remnant Wave phase. This is a telegraphed attack that is easily avoidable if you're paying attention to the pattern. Whenever enemy grenades are deployed, indicators appear at the sides of the HUD where the grenades are. Evade away to avoid a horrifying death.



Electrical Cage: An electrical field deployed between the Architect's "legs" to prevent any aggressors from attacking beneath it. This defense is always active while mounted on the ground. It basically prevents you from getting too close. Because of this Charge isn't a particularly effective power against the Architect (as are most biotic powers).

LEG CONDUIT PHASE

"**Destroy conduits (x/3)**," where **x** equals how many leg conduits remain. This is always the phase the Architect begins with when it mounts at a new location.

DETAILS

Deplete the health of a leg conduit to either 50% (wounded) or 0% (destroyed). If this objective isn't fulfilled in under **30 seconds**, a "punishment" Remnant **wave phase** commences; this happens right after the Architect fires off several rounds of its electrical energy blast. Essentially, one of three potential outcomes occurs during the leg conduit phase.

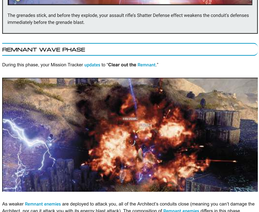
Wounding a leg reveals a vulnerability, opening the head conduit and transitioning the battle into the head conduit phase.

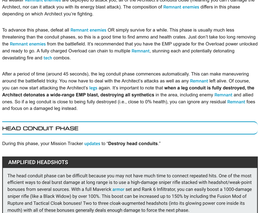
Completely destroying a leg causes the Architect to fly to its next location. Additionally, this triggers an EMP blast that destroys all hostile and friendly Remnant tech (like your Remnant VI and Assault Turret).

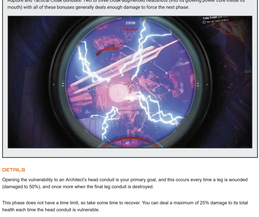
Leg conduit health values remain throughout the entire encounter. For instance, taking one conduit down to 60%, then switching to another leg conduit and wounding it at 50% means you only have to deal 10% to the other leg to wound it the next time the Architect enters the leg conduit phase. This advances the phase quickly without instigating its retreat mode (since you aren't fully destroying a conduit). This tactic is particularly effective for the Exo Architect, since its first location is near a forward station. However, it's not recommended for the other Architect battles.

WEAK AT THE KNEES

For the leg conduit phase, it's recommended that your strategy includes dealing high burst damage to avoid this "bonus" Remnant phase. For instance, throwing a couple of **Sticky Omni Grenades, followed by assault rifle fire with the Shatter Defenses upgrade** can absolutely devastate a leg conduit, potentially depleting its health from 100% to 50% instantly (even on the Insanity difficulty!).







The grenades stick, and before they explode, your assault rifle's Shatter Defense effect weakens the conduit's defenses immediately before the grenade blast.

REMNANT WAVE PHASE

During this phase, your Mission Tracker updates to "**Clear out the Remnant.**"

As weaker Remnant enemies are deployed to attack you, all of the Architect's conduits close (meaning you can't damage the Architect, nor can it attack you with its energy blast attack). The composition of Remnant enemies differs in this phase depending on which Architect you're fighting.

To advance this phase, defeat all Remnant enemies OR simply survive for a while. This phase is usually much less threatening than the conduit phases, so this is a good time to find ammo and health crates. Just don't take too long removing the Remnant enemies from the battlefield. It's recommended that you have the EMP upgrade for the Overload power unlocked and ready to go. A fully charged Overload can chain to multiple Remnant, stunning each and potentially detonating devastating fire and tech combos.

After a period of time (around 45 seconds), the leg conduit phase commences automatically. This can make maneuvering around the battlefield tricky. You now have to deal with the Architect's attacks as well as any Remnant left alive. Of course, you can now start attacking the Architect's legs again. It's important to note that **when a leg conduit is fully destroyed, the Architect detonates a wide-range EMP blast, destroying all synthetics** in the area, including enemy Remnant and allied ones. So if a leg conduit is close to being fully destroyed (i.e., close to 0% health), you can ignore any residual Remnant foes and focus on a damaged leg instead.

HEAD CONDUIT PHASE

During this phase, your Mission Tracker updates to "**Destroy head conduits.**"

AMPLIFIED HEADSHOTS

The head conduit phase can be difficult because you may not have much time to connect repeated hits. One of the most efficient ways to deal burst damage at long range is to use a high-damage sniper rifle stacked with headshot/weak-point bonuses from several sources. With a full Maverick armor set and Rank 6 Infiltrator, you can easily boost a 1000-damage sniper rifle (like a Black Widow) by over 100%. This boost can be increased up to 150% by including the Fusion Mod of Rupture and Tactical Cloak bonuses! Two to three cloak-augmented headshots (into its glowing power core inside its mouth!) with all of these bonuses generally deals enough damage to force the next phase.

DETAILS

Opening the vulnerability to an Architect's head conduit is your primary goal, and this occurs every time a leg is wounded (damaged to 50%), and once more when the final leg conduit is destroyed.

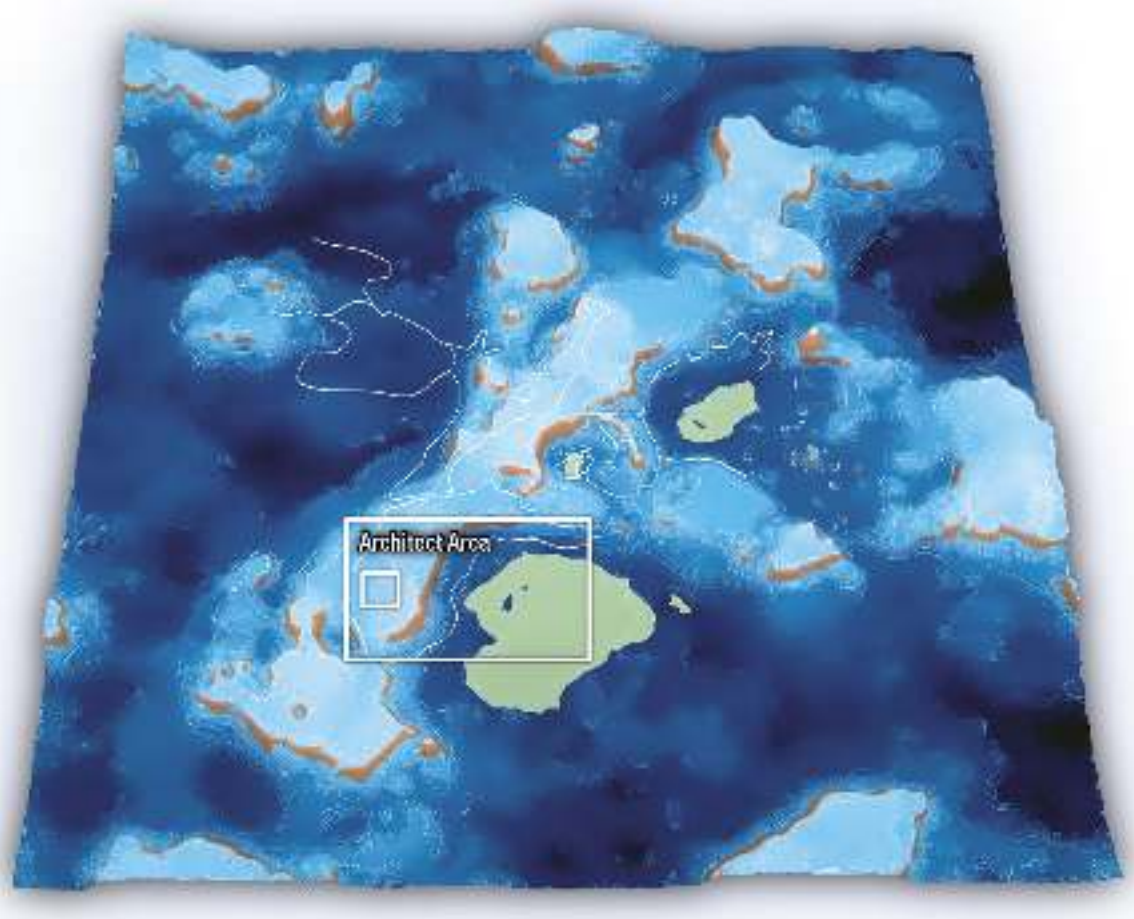
This phase does not have a time limit, so take some time to recover. You can deal a maximum of 25% damage to its total health each time the head conduit is vulnerable.

The Architect becomes relentless during this phase, using its powerful attacks one after another. Stay in or near cover so you can peek out to deliver weak-point- and incendiary-ammo-enhanced sniper rifle shots, followed by a fire combo detonator (like Overload). When the Architect is on its last wounded leg (under 50% health), it does not retreat into the sky. Destroying the final leg forces it into one last head conduit phase, with 25% health left.

MASS EFFECT ANDROMEDA

Architect Encounters

Eos Architect Details



The Eos Architect reveals itself during the mission "Making an Impression," accessible once the Priority Ops mission "**A Trail of Hope**" is completed.

ARCHITECT MOUNT LOCATIONS AND RECOMMENDED SQUAD POSITIONING

REMNANT WAVE COMPOSITION

Breacher

Nullifier

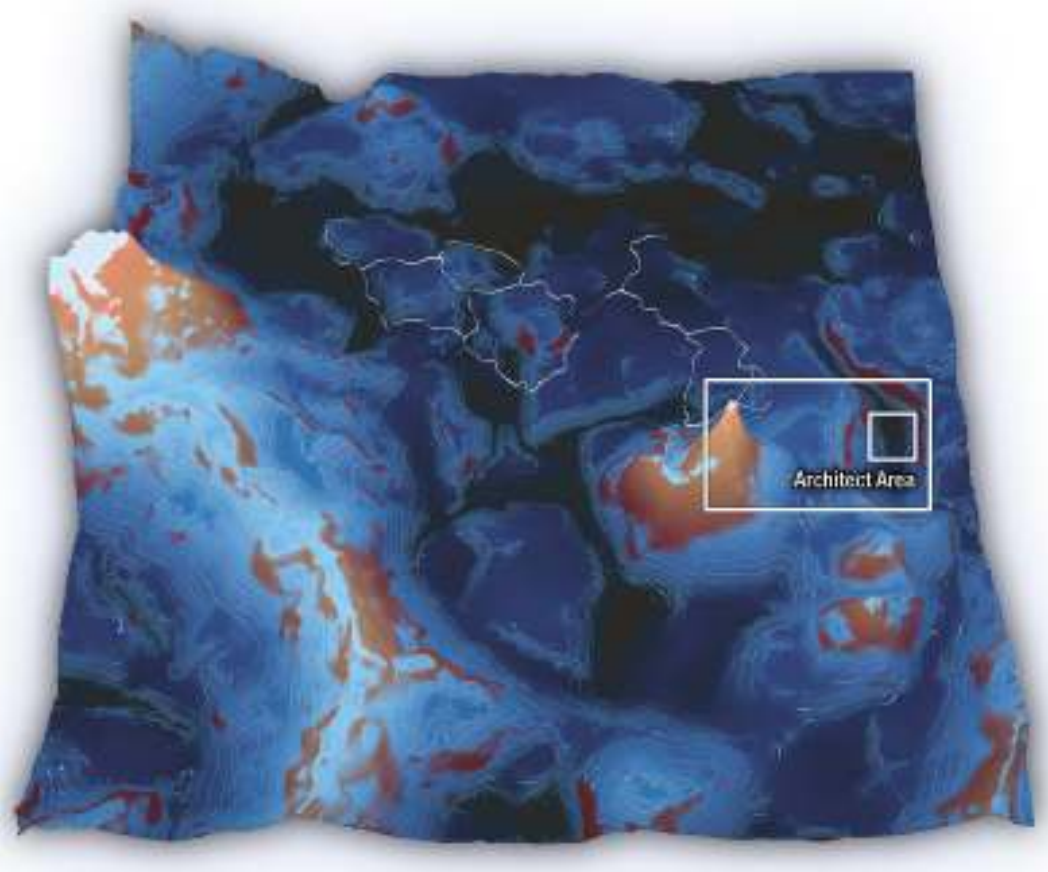
TIPS

You can use the forward station nearby to make the first part of this Architect battle a little easier. Hide around or behind the station for a quick and convenient method of refueling ammo and health, while dishing out damage to each of its legs. You can even refill power cells for an unlimited supply of Omni Grenades. A valid strategy for this Architect is to whittle each leg down to around 60% before wounding one. Then, when it cycles back to the leg conduit phase, take another leg down to 50%, and repeat. Since the Architect only retreats when a leg is completely destroyed, you have access to the forward station for the majority of the battle, making all subsequent leg conduit phases much easier.

MASS EFFECT ANDROMEDA

Architect Encounters

Voeld Architect Details



This Architect encounter is triggered from the mission "Missing Science Crew," initiated by establishing an outpost on Voeld and speaking to Priya Blake, a colonist there.

ARCHITECT MOUNT LOCATIONS AND RECOMMENDED SQUAD POSITIONING

REMNANT WAVE COMPOSITION

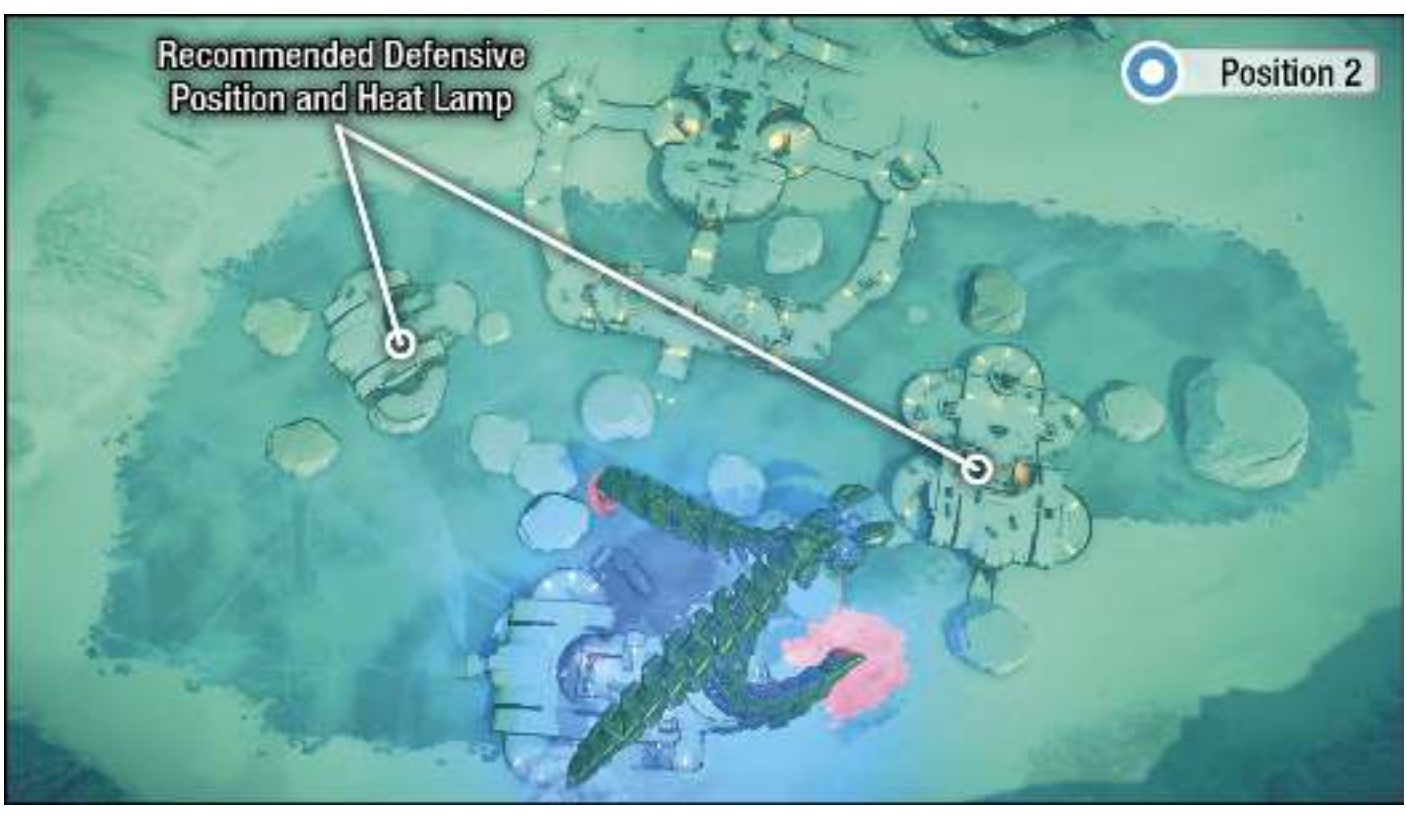
Breacher

Observer

TIPS

Use the Nomad to drive to buildings that provide warmth and cover against the Voeld Architect.

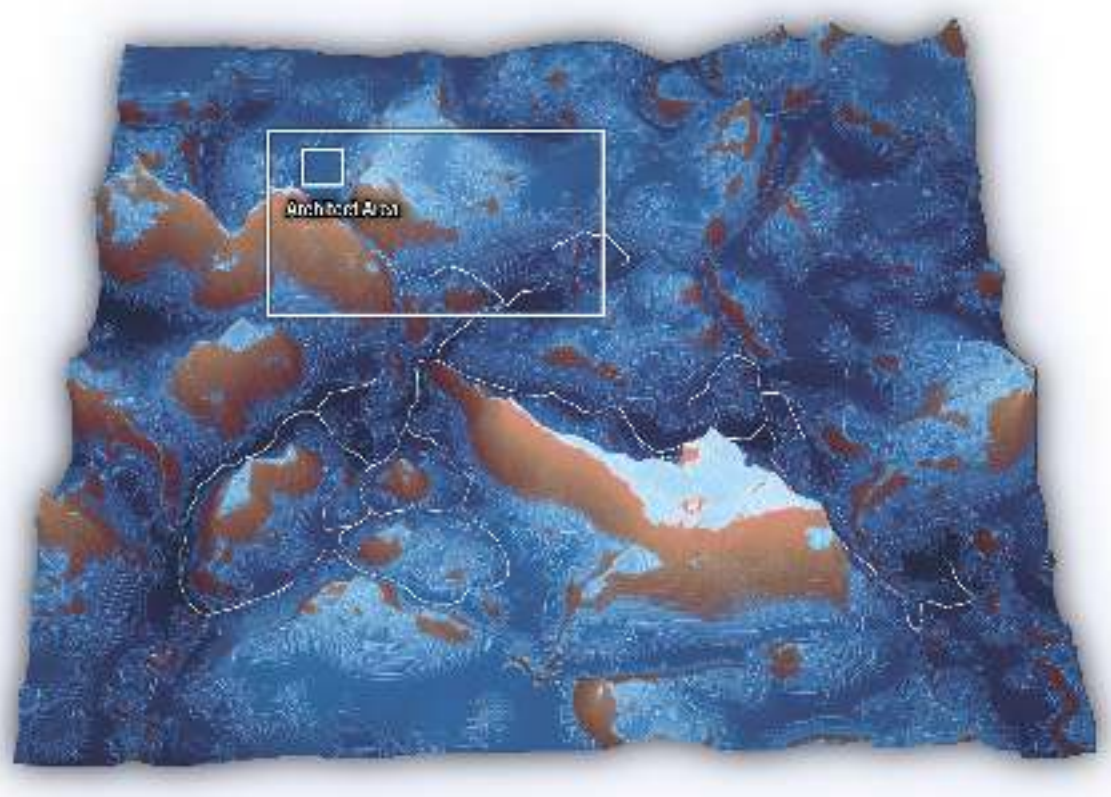
The Voeld Architect is arguably the **most difficult out of the four**, considering the harsh and mostly **unavoidable Level 2 cold hazard**. Not only do you have to manage surviving the Architect's powerful attacks, but you also have to keep your life-support gauge in check by staying warm (next to heat lamps). The best way to tackle this fight is to plan out your defensive positioning. Use the overhead diagrams provided to get an idea of the battlefield. Shore up in the best place so you can use cover, deal long-range damage, and still have access to a heat lamp. This battlefield is massive. Use your Nomad to get from building to building if necessary (just don't get caught out of position by its rapid-fire tentacle). Fortunately, the Remnant wave phases here are a lesser nuisance that feature Observers and Breachers. Keep yourself from being overwhelmed by multiple Observers at once while finding a heat source to restore your life support. Use one of the roofed buildings as cover for the final mount position. This allows you to peek out and snipe the head conduit.



MASS EFFECT ANDROMEDA

Architect Encounters

Kadara Architect Details



Speak to Christmas Tate in the Kadara outpost (Kadara can be settled after you complete the main quest chain involving the Collective and the Outcasts). He gives you the mission "Old Skinner." Follow your navpoints for this quest to find the Architect on Kadara.

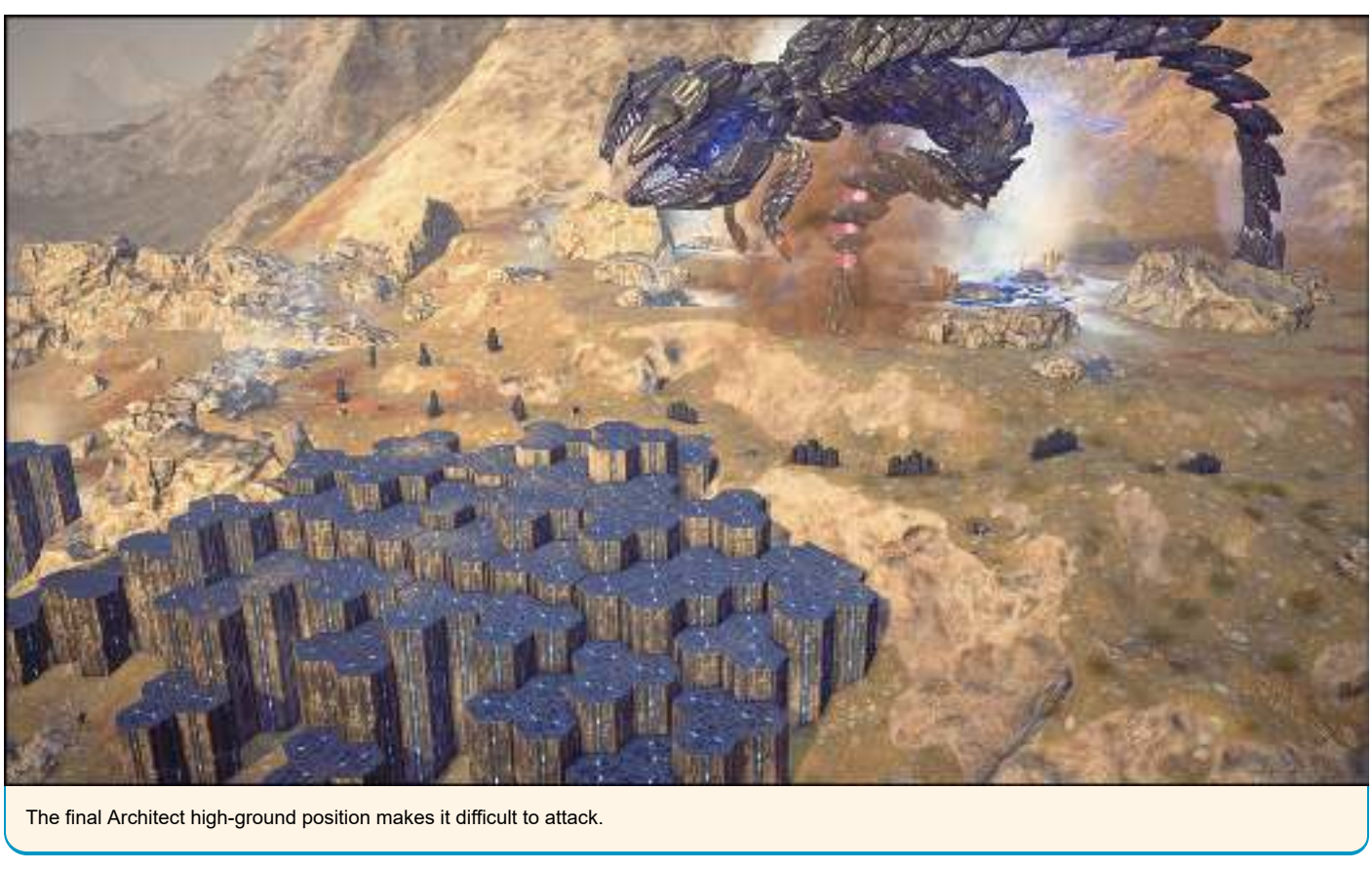
ARCHITECT MOUNT LOCATIONS AND RECOMMENDED SQUAD POSITIONING

REMNANT WAVE COMPOSITION

Breacher

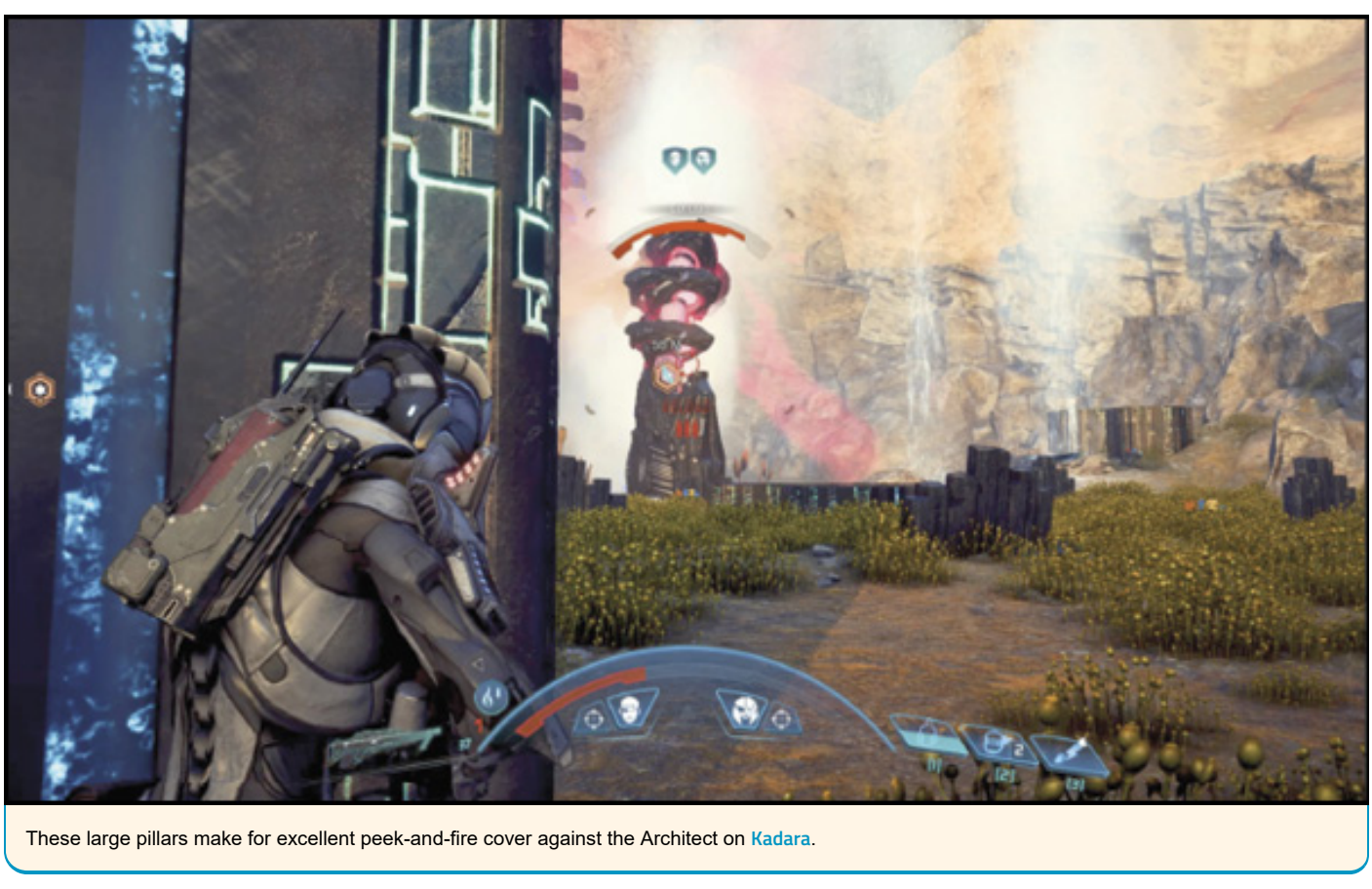
Nullifier

TIPS

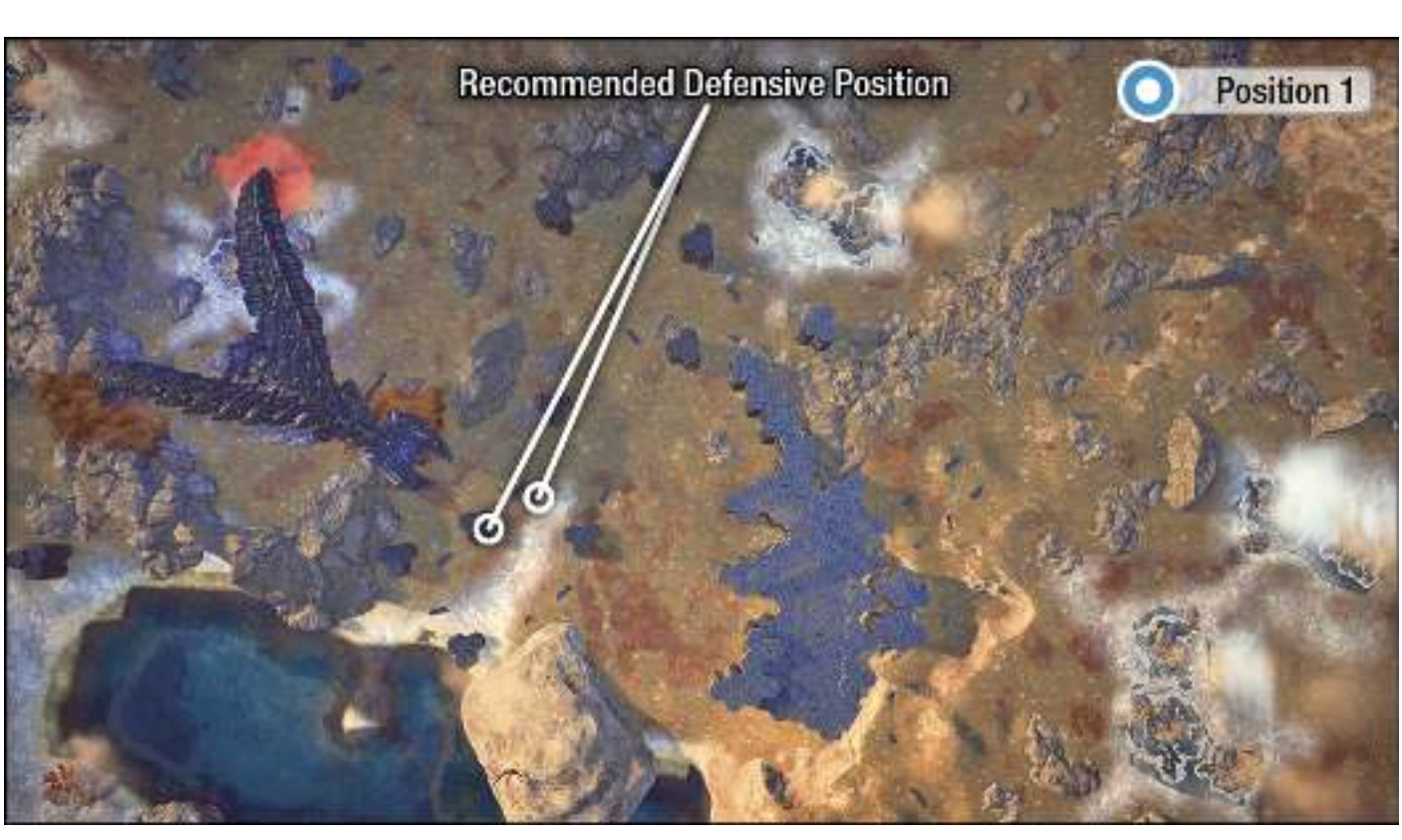


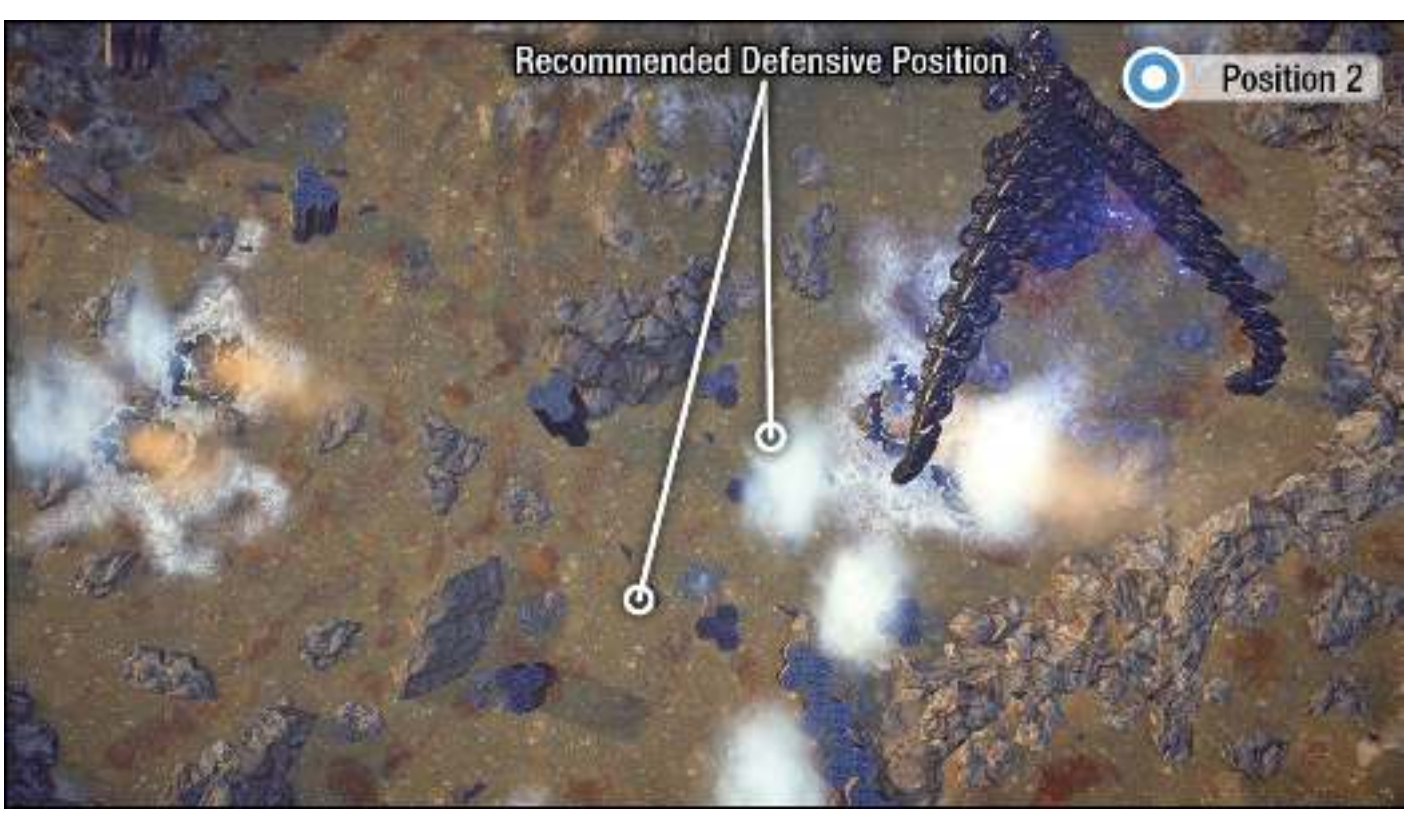
The final Architect high-ground position makes it difficult to attack.

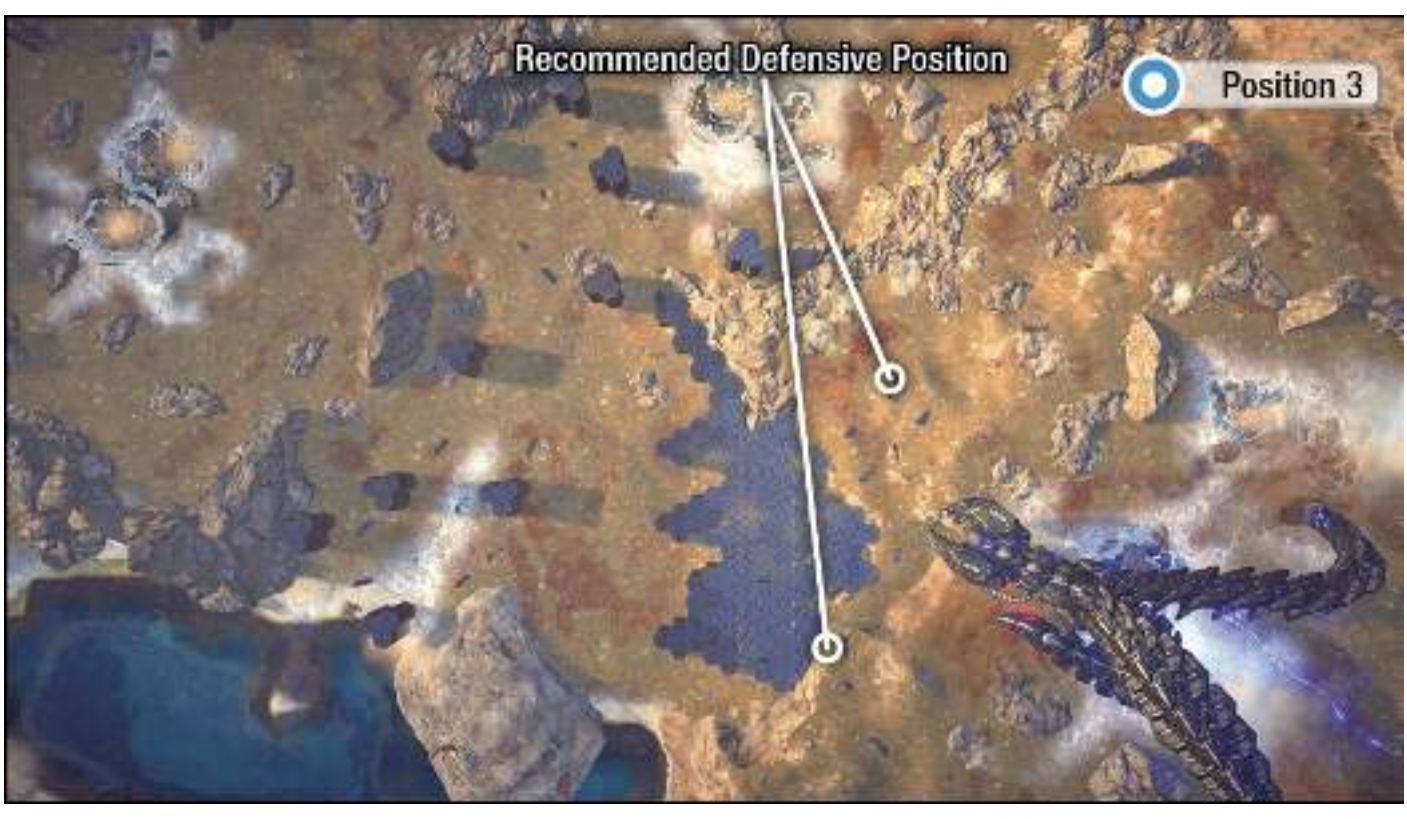
The main mechanical differences between this encounter and the other Architect encounters are the acidic water geyser hazards and the moving platforms. Compared to the other three encounters, there's much less cover here. Tactical Cloak is highly advised if there isn't sufficient cover and you need to lose target lock from the Architect's rapid-fire tentacle. This especially applies to the third mount location. The Architect is perched on high ground, so it's difficult to avoid the onslaught of attacks. You also need to deal with Nullifiers here during the Remnant phases, so the lack of cover becomes even more of an issue because of the Nullifier's cover-penetrating projectiles. This can be considered the second most difficult Architect encounter, right behind the one on Voeld.



These large pillars make for excellent peek-and-fire cover against the Architect on Kadara.



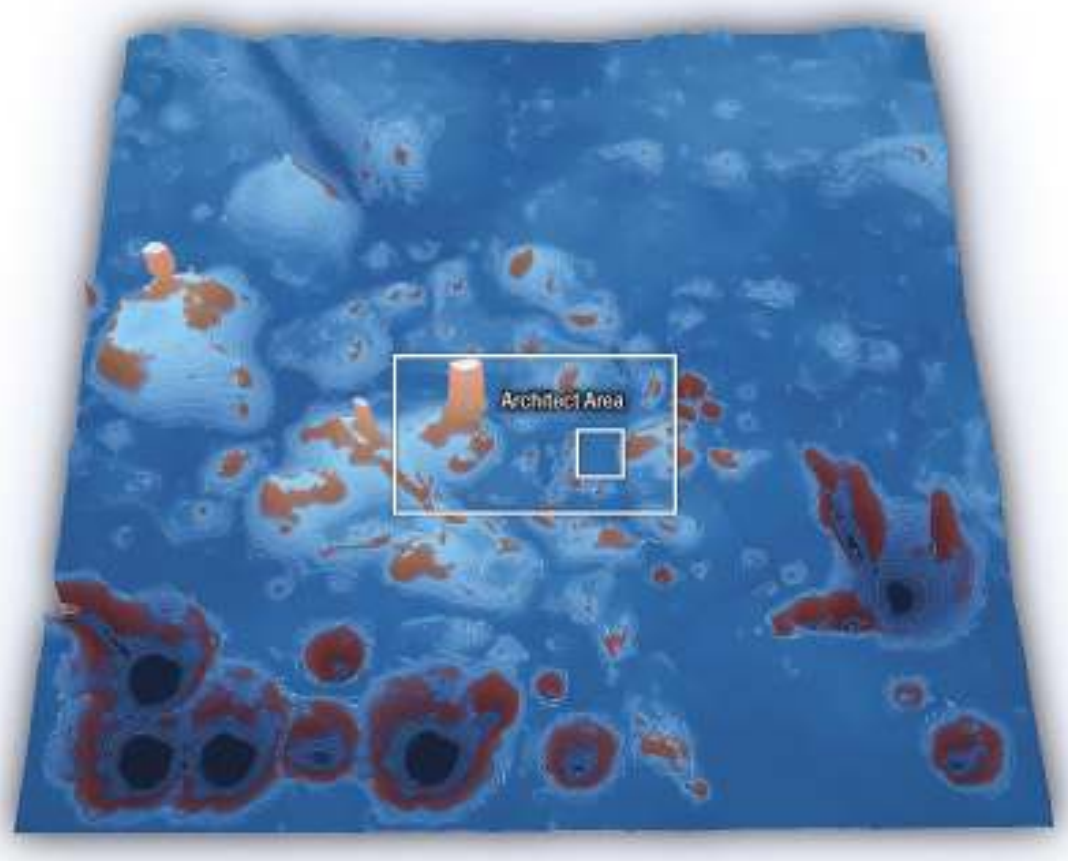




MASS EFFECT ANDROMEDA

Architect Encounters

Elaaden Architect Details



This Architect is available only if you give the drive core to Morda in the mission "**Search for the Stolen Remnant Drive Core,**" since you can't establish an outpost otherwise.

ARCHITECT MOUNT LOCATIONS AND RECOMMENDED SQUAD POSITIONING

REMNANT WAVE COMPOSITION

Breacher

Assembler

TIPS

When compared to the **Architect encounters** on **Voeld** and **Kadara**, this Architect may not be as difficult to deal with, but its **Remnant** wave phases can be a pain. Assemblers are extremely aggressive here, throwing "Breacher bombs" at you while Breachers harass you out of cover. Fortunately, there's plenty of cover—almost the entire battlefield is littered with something to hide behind. In terms of overall difficulty, the **Elaaden** Architect could rate as the easiest, relative to the others, thanks to the amount of cover provided and the fragility of Assemblers and Breachers.

MASS EFFECT ANDROMEDA

Priority Ops

Starting the Game

Welcome to the main story walkthrough. This chapter provides a tour through all of the Priority Ops missions, with notifications when certain side quests become available.

Overall, the main game is broken into several missions, with interludes in between major plot developments. The "middle" of the game is a wide-open area, affording you the freedom to go through side quests at your leisure. However, keep in mind that almost all side missions and optional tasks can be saved to be completed later, after more pressing matters are dealt with. For details on side quests see the Secondary Ops chapter.

CHARACTER CREATION (EFFECTS ON GAMEPLAY)

Starting a new game with the Customize Character option allows you to customize the main character's physical appearance, first name, training history (subsequently, starting powers), the appearance of the main character's twin, and whether or not Commander Shepard (the original *Mass Effect*'s protagonist) was male or female. Most customizations are aesthetic, but some affect gameplay.

The main difference in gameplay when selecting a gender involves your romance options. For a **spoiler-heavy** guide to romance, see **Romance** in the **Compendium at the back of this guide**.

CHOOSE TRAINING

Ryder's training history determines what powers he/she starts with. As you level up and obtain skill points to invest, you can branch off to other power groups so you aren't locked into any particular fighting specialty. Although Ryder's combat aptitudes aren't tied to a "class" system, training history lets you set a plan for what type of play style you want to emphasize in combat—one for each **profile** (see Profiles in Combat **Concepts Expanded** for details).

Even if you aren't interested in adjusting Ryder's appearance, it's recommended that you create a custom profile since starting abilities may affect how you want to fight—especially if you're planning to play on a higher difficulty setting like Hardcore or Insanity. For instance, you may find these difficulties more manageable with the Technician, Leader, or Operative background. The abilities these backgrounds start with lend to playing a safer style, giving you better odds at surviving the damage output from enemies. For details on individual powers see Powers in Combat **Concepts Expanded**.

Several starting powers listed normally require an investment into their power skill groups before they can be purchased. For instance, starting as an Operative gives you Tactical Cloak right off the bat. Starting with any other history would require you to invest a significant amount of skill points into tech before being able to unlock it.

TRAINING	DETAILS	PLAY STYLE	STARTING POWER	UNLOCKED SKILL 1	UNLOCKED SKILL 2
Security (Default)	During your Alliance military service, you focused on learning everything you could about weapons and tactics.	Firearms; aim-based, effective against single targets	Concussive Shot	Turbocharge	Combat Fitness
Biotic	You were effectively "designated biotic" during your Alliance military tenure, assisting your cohorts with your ability to control mass effect fields.	Crowd controller; effective against groups of grunts	Throw	Singularity	Barrier
Technician	As a technician in the Systems Alliance military, you learned to operate drones and hack enemy systems.	High-damage anti-defense "mage"; effective against armored and shielded enemies	Overload	Invasion	Team Support
Leader	You were a team player and a natural leader in the Alliance military, working closely with your cohorts for their safety and the safety of others.	Close-range "sentinel"; high survivability support	Energy Drain	Annihilation	Team Support
Scrapper	When a fight broke out, you were always the first soldier in the thick of it—mostly according to Alliance military protocol, and occasionally not.	Close-range crowd controller and "tank"; effective at drawing attention	Charge	Combat Fitness	Charge
Operative	In the Alliance military, you studied covert operations and tech used by special forces—knowledge you rarely found a use for until the Andromeda Initiative.	Sniper, assassin; effective at thinning out unsuspecting enemies quickly, high survivability	Tactical Cloak	Combat Fitness	Tactical Cloak

CHOOSE NAME

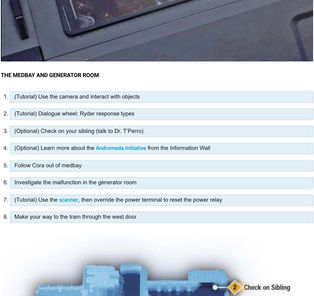
Characters in the game refer to you as Ryder and refer to your sibling as Scott or Sara, depending on which Ryder you choose. This also determines the name of the folder your saved-game files are saved in (when browsing your saves through the Load Game interface).

MASS EFFECT ANDROMEDA

Priority Ops

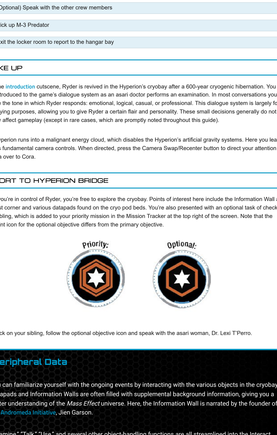
Prologue: Hyperion

The story begins in 2819, with passengers on board the Hyperion waking from a cryogenic stasis. The arrival of the human ark signals the beginning of a new phase for humanity in the Heleus Cluster system, over 600 years away from the Milky Way. However, the Andromeda Initiative isn't without its issues; separation during travel has caused a 14-month gap between the Hyperion and the other arks, with the Hyperion arriving last.



THE MEDBAY AND GENERATOR ROOM

1. (Tutorial) Use the camera and interact with objects
2. (Tutorial) Dialogue wheel; Ryder response types
3. (Optional) Check on your sibling (talk to Dr. T'Perro)
4. (Optional) Learn more about the Andromeda Initiative from the Information Wall
5. Follow Cora out of medbay
6. Investigate the malfunction in the generator room
7. (Tutorial) Use the scanner, then override the power terminal to reset the power relay
8. Make your way to the tram through the west door



HYPERION BRIDGE AND LOCKER ROOM

1. Pick up your helmet
2. (Optional) Scan and interact with miscellaneous objects (such as "Dad's Good Luck Rock")
3. (Optional) Speak with the other crew members
4. Pick up M-3 Predator
5. Exit the locker room to report to the hangar bay

WAKE UP

After the introduction cutscene, Ryder is revived in the Hyperion's cryobay after a 600-year cryogenic hibernation. You are then introduced to the game's dialogue system as an asari doctor performs an examination. In most conversations you can choose the tone in which Ryder responds: emotional, logical, casual, or professional. This dialogue system is largely for roleplaying purposes, allowing you to give Ryder a certain flair and personality. These small decisions generally do not majorly affect gameplay (except in rare cases, which are promptly noted throughout this guide).

The Hyperion runs into a malignant energy cloud, which disables the Hyperion's artificial gravity systems. Here you learn the game's fundamental camera controls. When directed, press the Camera Swap/Recenter button to direct your attention and camera over to Cora.

REPORT TO HYPERION BRIDGE

Once you're in control of Ryder, you're free to explore the cryobay. Points of interest here include the Information Wall along the east corner and various datapads found on the cryo pod beds. You're also presented with an optional task of checking on your sibling, which is added to your priority mission in the Mission Tracker at the top right of the screen. Note that the waypoint icon for the optional objective differs from the primary objective.

To check on your sibling, follow the optional objective icon and speak with the asari woman, Dr. Lexi T'Perro.

Peripheral Data

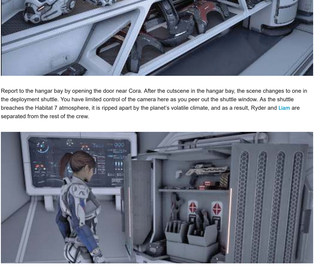
You can familiarize yourself with the ongoing events by interacting with the various objects in the cryobay Datapads and Information Walls are often filled with supplemental background information, giving you a better understanding of the *Mass Effect* universe. Here, the Information Wall is narrated by the founder of the Andromeda Initiative, Jien Garson.

"Examine," "Talk," "Use," and several other object-handling functions are all streamlined into the Interact command, displayed whenever you're near an interactable target. See **Game Basics** for details.

The Journal and Mission Tracker

Your journal organizes and keeps track of all outstanding missions you have available to you. The journal menu, along with several other menus, is accessed through the Pause screen. The journal organizes your missions into contextual subfolders and allows you to keep one mission active in the Mission Tracker. To activate an ongoing mission, highlight the mission in the journal interface and press the menu Confirmation button.

When you're ready to continue on to the generator area, open the door to the west. The collision with the energy cloud has caused a malfunction. You're tasked with scanning the generator in order to pinpoint the location of the fault. Power on your scanner, then highlight and scan the objects within the malfunctioning system using the button (or key) shown in the game's helpful tutorial text.



SCANNING OBJECTS

As a Pathfinder, Ryder is equipped with a proprietary scanner (developed using research gathered from the geth back in the Milky Way). The scanner can quickly parse and reveal an object's properties, such as its shape, weight, smell, and texture. Use of the scanner is often required in order to progress through mission objectives. Additionally, scanning various pieces of technology accumulates Research Data (like credits, It's denoted as a simple number), which is then spent to craft equipment. See the Inventory chapter for details and crafting tips.

Next, continue west into the tram. Activate the tram console to meet with Captain Dunn and Ryder's father, Alec, at the Hyperion bridge. After they discuss Habitat 7's Viability, Ryder and Cora begin making deployment preparations in a locker room.

When you're back in control of Ryder, your next objective is to pick up protection: a helmet and a weapon. You can also examine a **datapad** and laptop in the area if you're interested in reading supplemental background information. You can spark up a conversation with Kirkland and Greer to see how they're doing as well. If you want to get down to business, grab your helmet in the east section of the room, then pick up an M-3 Predator from the weapons cache to the southwest.

Report to the hangar bay by opening the door near Cora. After the cutscene in the hangar bay, the scene changes to one in the deployment shuttle. You have limited control of the camera here as you peer out the shuttle window. As the shuttle breaches the Habitat 7 atmosphere, it is ripped apart by the planet's volatile climate, and as a result, Ryder and Liam are separated from the rest of the crew.

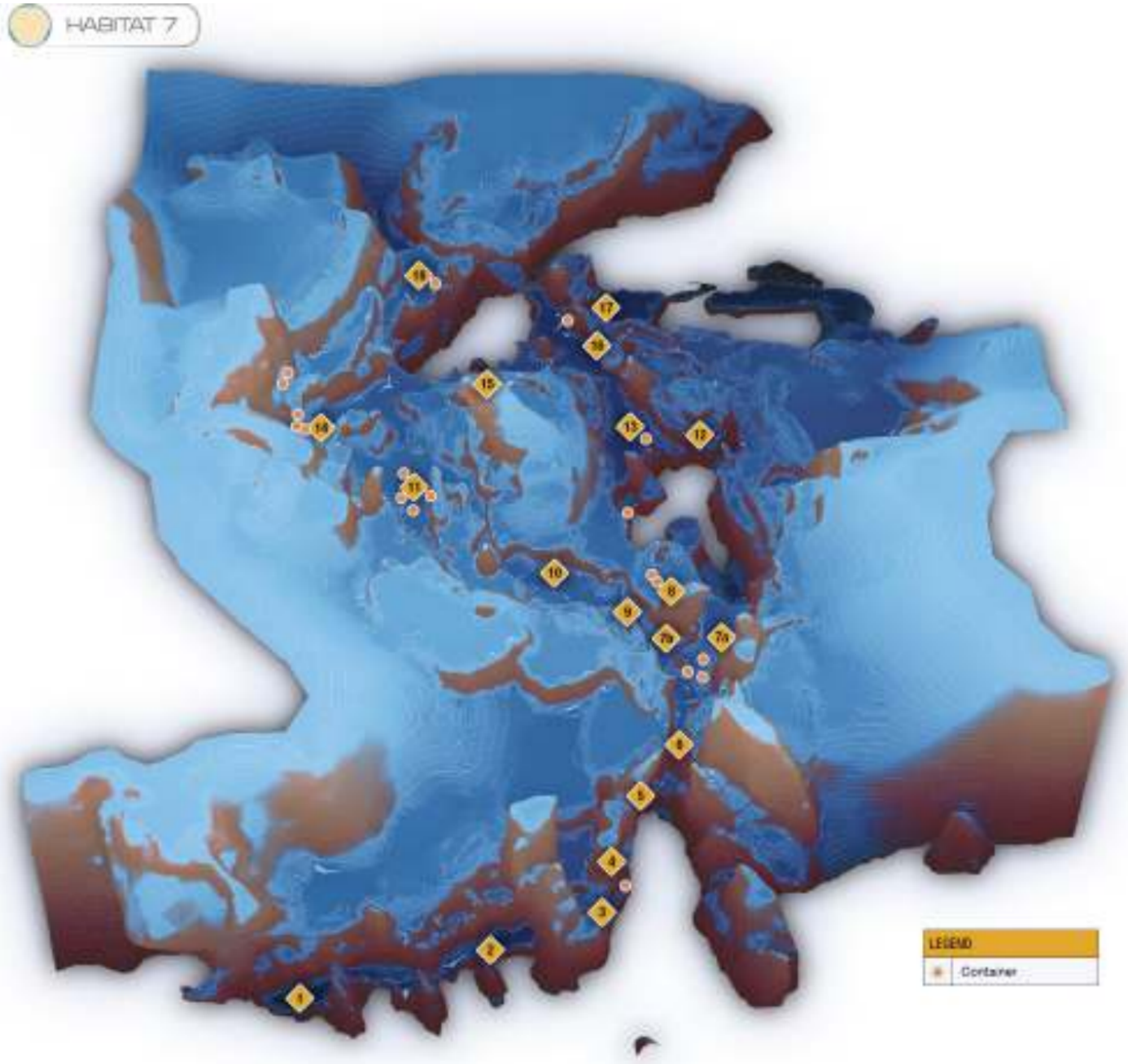
MASS EFFECT ANDROMEDA

Priority Ops

Mission 1: Planetside

Separated from the rest of the shuttle passengers, Ryder and Liam find themselves in a precarious situation. Their priority is to find and confirm the status of the rest of the Pathfinder team, all while surviving the hostile and violent conditions of the planet.

ACTION CHECKLIST	
1.	(Optional) Attempt to repair the Quantum Entanglement Communicator
2.	(Optional) Test your weapon on a damaged fuel cell
3.	Protect Fisher



LEGEND

1	Start
2	Quantum Entanglement Communicator
3	Test Weapon on Damaged Cell
4	Hidden Alcove
5	Cliffs
6	First Contact (Fisher)
7a	Kirkland + Alien Encounter
7b	Kirkland + Alien Encounter (Alternate)
8	Observer “Robot” and Containers
9	Atmospheric Analyzer
10	Alien Building #1
11	Shuttle Beta Aft Section (Ambush)
12	Plant Cave
13	Crashed Alien Ship
14	Alien Building #2 (Ambush)
15	Greer (Cave)
16	Ledge to Alien Base
17	One-way Door (West)
18	Investigate the Flares (Cora)

FIRST CONTACT

The first order of business is to locate the other members of the Pathfinder team. Hopefully, they’re all alive.

One of your duties as a Recon Specialist is to map the area, so your in-game map (accessed through the pause menu) is revealed as you progress and discover more of the area. You can also refer to the map provided in this section to make sure that you don’t miss anything. Your starting point is located at the southwest corner; your ultimate destination lies in the northern section of the explorable area.

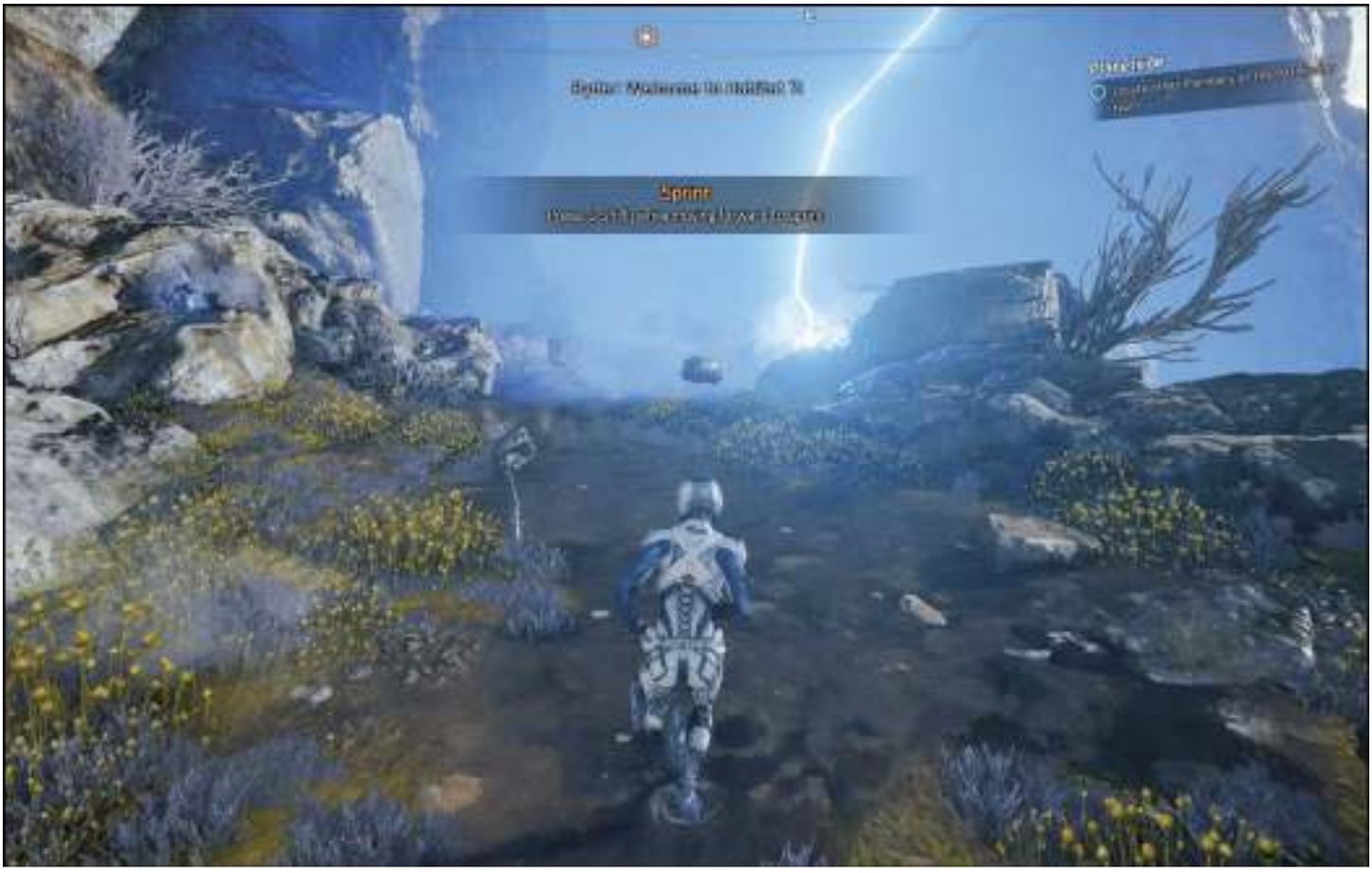
Before you head east from your “landing” zone, there are a couple of scannable objects in the area, including a broken piece of equipment called a Quantum Entanglement Communicator. You can scan it, but the scanner display reads “Analysis: [SAM is currently offline].” If you’re near the broken communicator, you can attempt to repair it by interacting with it. Unfortunately, Liam asserts that it’s beyond repair.

WHAT IS SAM?

SAM (Simulated Adaptive Matrix) is a unique form of artificial intelligence designed by Alec Ryder for the Andromeda Initiative. Each Pathfinder is assigned one and each one is configured to learn and think on its own. Alec's SAM is installed on the Hyperion. Under normal circumstances, SAM is connected via point-to-point Quantum Entanglement with a router. However, as the QEC on the transport shuttle has been destroyed, the Pathfinder team is unable to utilize SAM's capabilities during their expedition on Habitat 7.

When you're ready, continue east. When you encounter the low-altitude lightning storm a tutorial pop-up is shown, encouraging you to sprint past the hazardous area. Follow the instructions, quickly making your way to safety within the naturally formed shelter up ahead.

As you leave through the other end of the tunnel, an optional task is added to the mission tracker. You're instructed to test your weapon on a damaged fuel cell, which seems to be causing a hazard as a result of the environment's electrical inteference. Hold the Tight Aim button to draw and aim your M-3 Predator at the fuel cell, then press Fire to destroy it. Continue north to find an ammo crate up ahead. Touch it to restore any ammo you've used.



AMMO AND HEALTH CRATES

Supply crates are usually found near battlefield areas or before and after certain firefight encounters. Touching a supply crate refills your ammo or health to its maximum value, provided there's enough in the crate. You can return to resupply if there are reserves left—indicated by the bars. Ammo and health crates carry four bars' worth of supply. Each bar represents 25% of your total ammo or health.

Continue north until you reach a ledge. Another tutorial text pop-up is displayed, explaining vault and mantle movement options. Walk up to the ledge and press the Vault button (command displayed under the Up arrow) to hop over.

To the left, there's an inset into the mountain you can enter to scan a geological fault radiating high levels of energy.

Alternatively, you can simply use your jump-jets to get over the ledge. Continue past another small ledge until you reach a taller ledge. You can't vault over these, but you can use the mantle technique to boost yourself up. Pressing and holding the Jump button while moving forward executes a mantle if you're next to a climbable ledge.

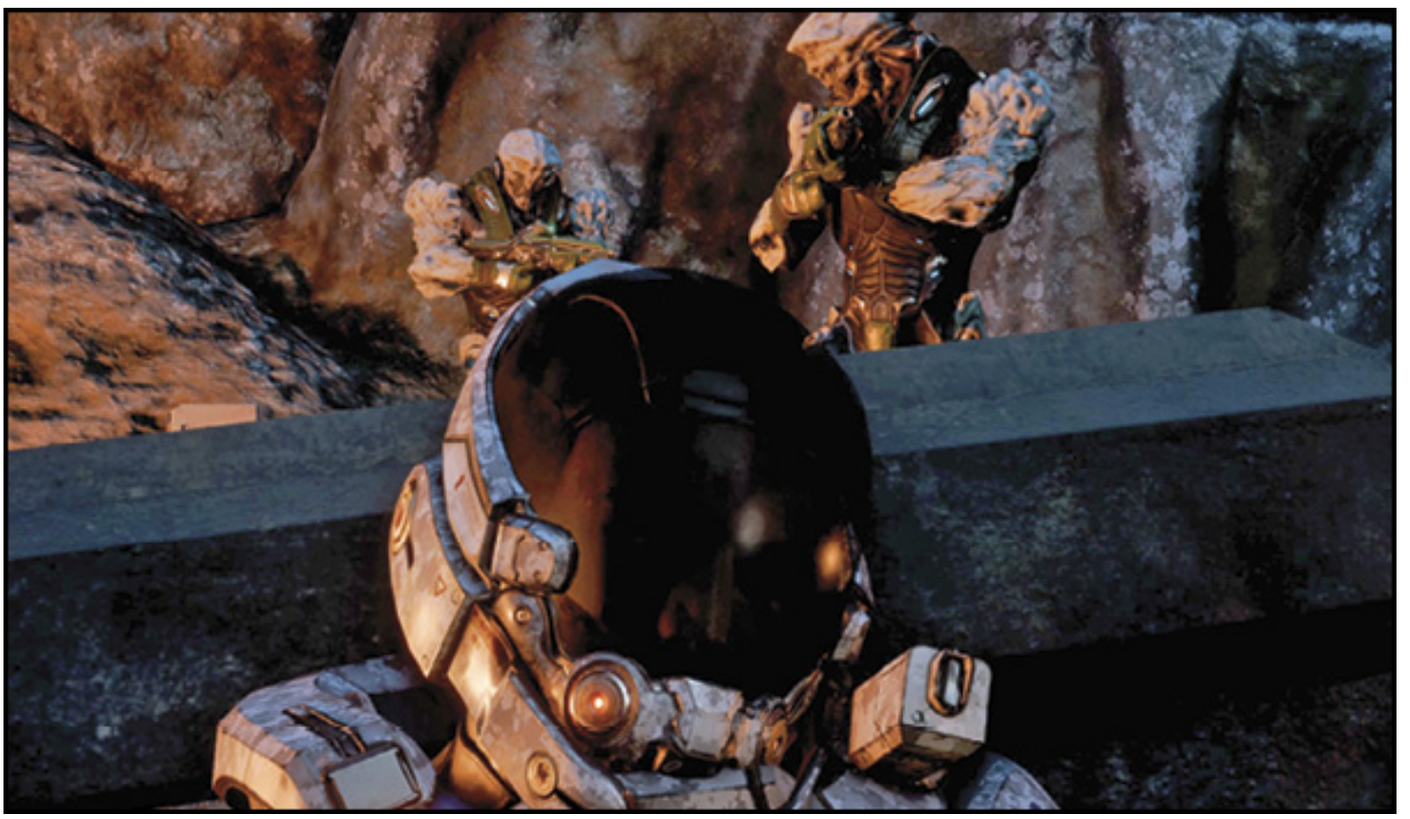
After you climb the ledge, continue onward until you reach a chasm and a cliff in the distance. Here, you need to clear the distance with a well-timed jump. To gain more jump distance get a running start by sprinting, then pressing and holding the Jump button, ensuring you either clear the jump or mantle up onto the ledge to safety. Don't worry; if you don't make the jump, the game doesn't end—simply try again.

After clearing the first jump, there's one more chasm to get past to the north. Use the sprint-and-jump technique to clear it safely.

"AIR DASHING"

You can clear an even greater distance with your jumps, using your jump-jets to their fullest potential. Do so by performing a sprint-jump followed by an aerial evade ("air dash"). While sprinting forward press and hold the Jump command, then at the peak of your jump (while still holding forward), press the Evade button. As long as you're still holding the Jump button, Ryder mantles up any ledges in front of you, even after an air dash.

There's one more ledge to mantle up on, so proceed to the mission waypoint and climb it, triggering a cutscene.



PROTECT FISHER

Here, choose to engage the aliens aggressively or passively—either way, they need to be dealt with by force, as they're not interested in a peaceful resolution. Inch forward with your weapon holstered to keep the situation from escalating (eventually the aliens will attack you). Otherwise, go in guns blazing to get the jump on the aliens.

Key Choices and Consequences

There are several opportunities in *Mass Effect: Andromeda* for you to decide a particular outcome of a situation or event. Although it is minor, this first opportunity is in the "first contact" encounter between the hostile aliens and Fisher, one of the Pathfinder crew. There are three different outcomes here, depending on how you reacted to the aliens and their treatment of Fisher. Only the follow-up dialogue is affected.

1. Open fire immediately

2. Attempt a peaceful resolution, but open fire as soon as one of the aliens hits Fisher

3. Attempt a peaceful resolution, and take no action (forcing Liam to intervene)

The impact of your choices varies throughout the game, depending on the decision. You may come across much more "morally difficult" decisions as you develop as a Pathfinder. Note that many of your choices are documented in the Codex.

Fisher ends up surviving regardless, as the aliens seem to be more interested in putting you down than killing off Fisher. After eliminating the hostiles and successfully protecting Fisher, resupply at the health and ammo crates if necessary.

From this point on, there are several optional activities to cover; two have been added to your mission tracker. Scan the alien bodies to check off the optional task and for some extra dialogue regarding the composition of the alien lifeforms. Additionally, there's a container close by you can open, containing **3 x Shield Capacitor I and 2 x Incendiary Ammo I**.

CONTAINER CONTENTS

Most containers in *Mass Effect: Andromeda* use a loot table to randomly generate the contents found inside. However, a few containers on Habitat 7 have static contents—in other words, they will always contain the same items on different playthroughs and reloads. For example, the container found after protecting Fisher always contains 3 x Shield Capacitor I and 2 x Incendiary Ammo I. For more information on containers and the dynamic loot generation system, see the Game Mechanics Glossary.

HABITAT 7—OPTIONAL ACTION CHECKLIST	
1.	(Optional) Check on Kirkland
2.	(Optional) Investigate the hidden alcove
3.	(Optional) Explore the cave
4.	(Optional) Investigate the crashed alien ship
5.	(Optional) Visit the alien outpost
6.	(Optional) Locate Greer
7.	(Optional) Investigate the alien ruins
8.	(Optional) Investigate Shuttle Beta Aft section

HABITAT 7 OPTIONAL ACTIVITIES

The Priority Ops mission on Habitat 7 differs from the ones in the remainder of the game in that it contains optional activities that can only be completed while you're here and only before a certain point in the main quest chain (otherwise, they're deemed failed). You can never return to Habitat 7, so if you'd like to experience everything there is to see here, use the checklist provided in this section to help you keep track of activities.

Note that the optional tasks listed do **not** have to be completed in any particular order as long as you don't pass the **point of no return**.

CHECK ON KIRKLAND

From here, continue through the northeast path to find Kirkland. Alternatively, you can take the northwest path, since you encounter Kirkland regardless of which direction you choose. You can complete all optional objectives either way.

As you approach the strange alien building, two more of the alien soldiers can be spotted threatening Kirkland, one of the lost Pathfinder crew. As he attempts to surrender, they murder him in cold blood. Avenge him. Use the barricades up ahead as cover to protect yourself from enemy fire while returning blind fire (or aimed fire, but at the risk of exposure).

THE COVER SYSTEM

To hide behind cover, simply run behind a barricade-type object or wall while your weapon is drawn. While in cover mode, you can press the Fire button to blind-fire from safety, but with decreased weapon accuracy. Alternatively, you can press and hold the Tight Aim button to peek out from cover for higher accuracy and the drawback of making yourself vulnerable to retaliation.

Make sure your weapon is drawn in these situations since you **cannot** use cover when your weapon is holstered! To ensure you are protected by cover, check the shield icon in the middle of the HUD below your health bar.

After dealing with Kirkland's murderers, inspect his body for a small cutscene. Then scan the intriguing alien structure nearby for Research Data and extra information. Additionally, examining Kirkland adds an **M-8 Avenger Assault Rifle** to your current loadout. You can use the Weapon Wheel menu to switch to your new assault rifle.

WEAPON WHEEL PAUSING

The Weapon Wheel can be used to swap weapons, use consumables, and even change profiles on the fly (although you don't have access to the Profile Wheel just yet).

You can also use the Weapon Wheel menu to pause the action in order to assess your surroundings in difficult combat scenarios. This is particularly helpful if you're playing on a higher difficulty setting like Hardcore or Insanity, where every second counts.

ELEMENTAL DESTRUCTION

It's highly recommended that you take advantage and make use of your consumables whenever you think you need a boost in combat effectiveness. This is vital on Hardcore/Insanity. The three ammo enhancements (incendiary, cryo, disruptor) all carry significant advantages depending on the foe you're facing. If you have a detonator power like Concussive Shot or Overload (depending on your training history choice during character creation), you can detonate these priming effects to produce spectacular power combos.

Incendiary ammo is effective against armored foes and adds a heat primer to the target.

Cryo ammo applies a slow effect (eventually freezing) and a cold primer to the victim.

Disruptor ammo adds electric damage that deals bonus damage to shield health and synthetics while priming the target with electricity.

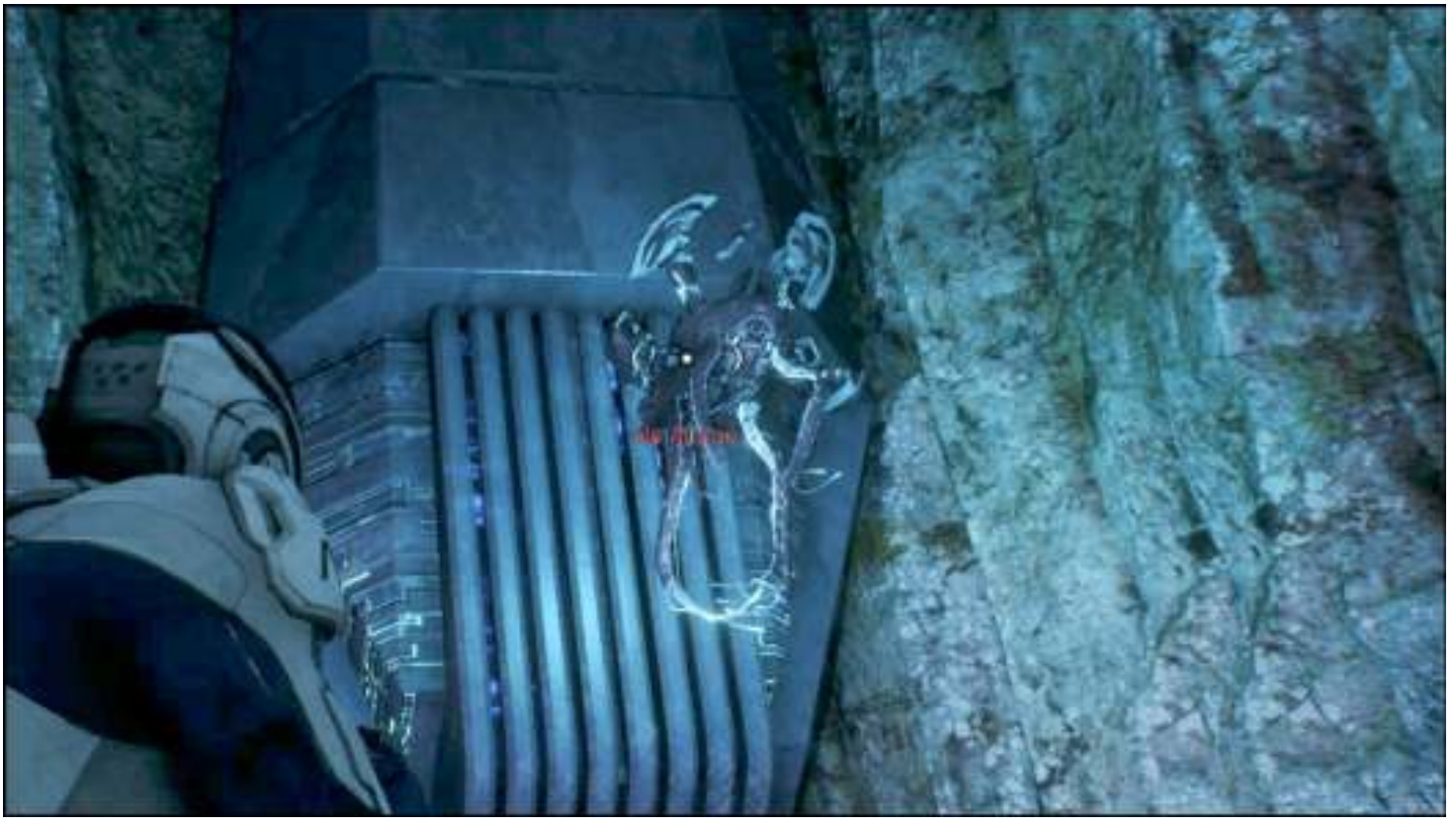
DISCOVER THE OBSERVER-HIDDEN ALCOVE

As you continue north by the alien structures, a strange roar is heard from up ahead. If you activate your scanner and begin inching forward, you can catch a glimpse of the beast, getting the jump on it before it attacks you.

This alien “dog” naturally possesses a cloaking ability, so if you lose track of it, you can use your scanner to locate it (although it’s probably easier to reveal it by firing in its general direction and killing it!). After putting it down, scan its corpse for additional info on its ghosting ability.

Continue north—flares go up in the distance (press Camera Recenter to track). Must be an S.O.S. from the second shuttle.

Keep making your way north until you see an enormous chasm and a couple of possible paths across. Stop and make a left here, going west. There’s a hidden alcove nearby (see “Hidden Alcove” on the map provided). Enter the alcove to catch a glimpse of a unique-looking synthetic being (perhaps observing you?). It’s not hostile and flies off shortly after being discovered. There are **two large** containers here to loot. Large containers like these usually carry high-value items!



EXPLORE THE CAVE

Turn around, exit the alcove, and head down to the seemingly bottomless chasm adorned with strange alien structures. Hug the east end while making your way down, using your jump-jets to get from platform to platform. Up ahead is a cave entrance immersed in green plant life. Enter the cave to investigate and fulfill the “Explore the cave” optional objective. This isolated area shows at least some promise of habitable life… Scan the giant plant in the center of the cave and then scan the trap on the ground nearby. Continue through the cave and exit through the other end, up the ledge.

INVESTIGATE THE CRASHED ALIEN SHIP

Once back outside, make your way south. Red dots appear on your compass, alerting you of several **enemies**. It looks like the hostile aliens encountered earlier are in a similar situation as the Pathfinder crew—they appear to have crashed a ship on Habitat 7, too.

Before you engage, assess your surroundings and look for a cover spot to fire from safely. Not only do you have to defeat several alien soldiers but they can also sic one of their cloaking pets on you! Your priority should be to focus your fire on the animal first, then take out the soldiers when you're safe in cover.

DOG FIGHTING

These types of beasts can be a nuisance to deal with, especially when you're busy returning fire at enemy soldiers. These "dog" beasts are used to flush you out of cover, so keep this in mind when engaging and look out for these animals rushing you. It's best to take them out early, ideally before they reach you. That way, you can keep relatively safe behind your cover.

Nearby is an optional objective waypoint. Fulfill the objective by using the "Unknown Alien Transport Container."

VISIT ALIEN OUTPOST

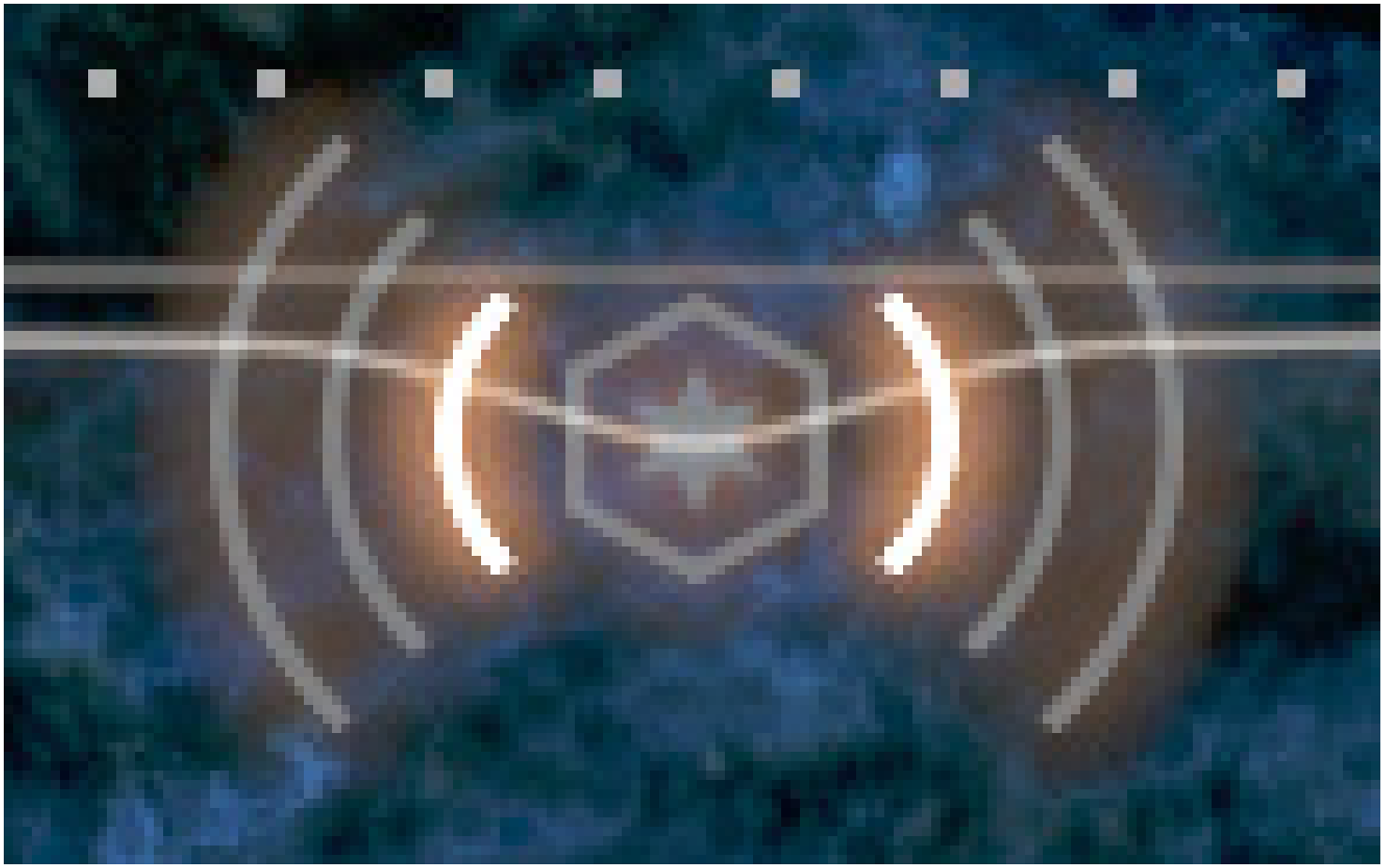
Continue north, keeping an eye east. There's a ledge in an inset here you can climb or mantle up on.

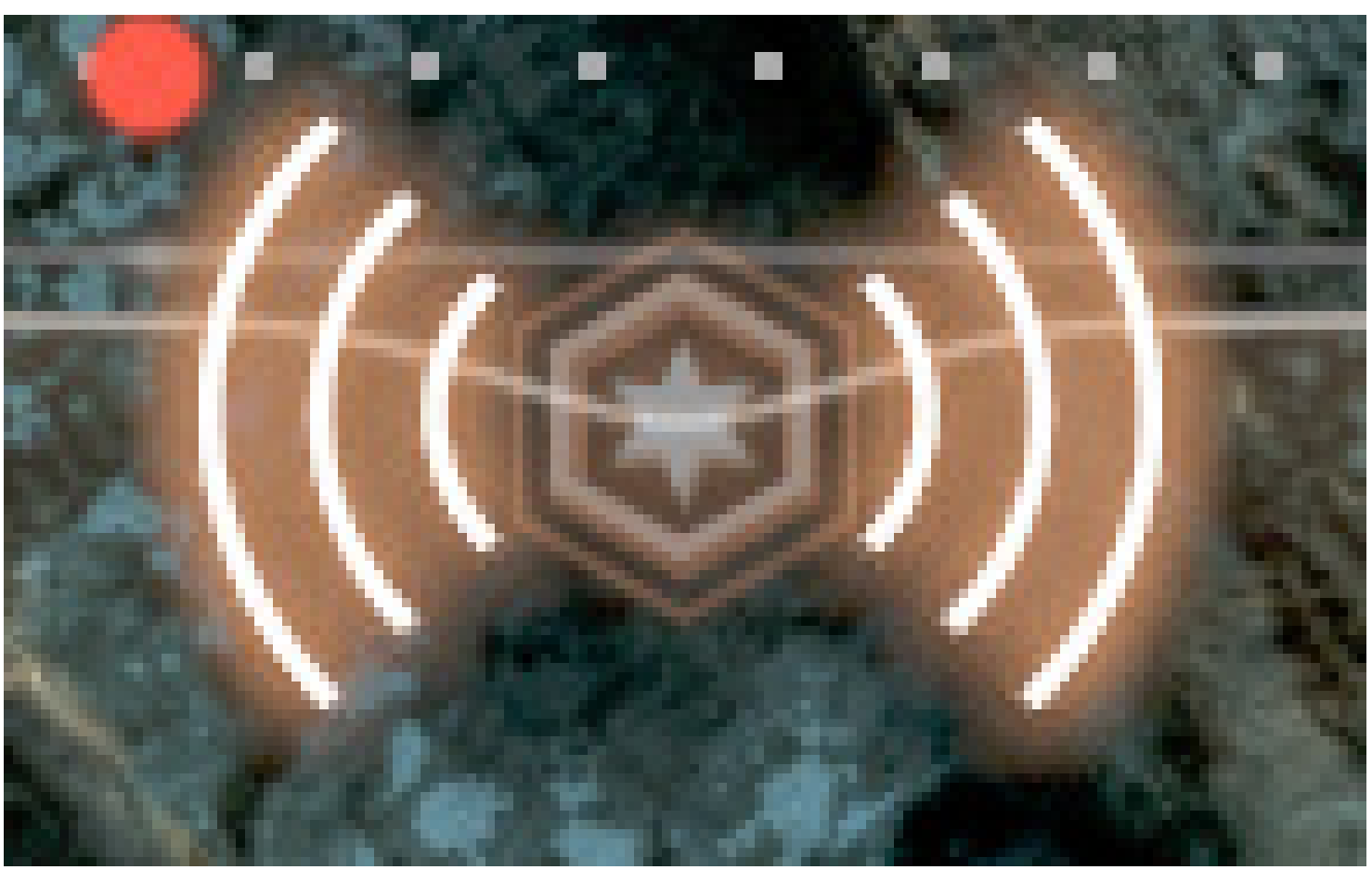
Although there isn't much you can do here at the moment, thanks to the force fields guarding the alien base, exploring this part of the area early unlocks an extra bit of dialogue later. To return, head toward the giant circular-shaped door to the west. There's a console in front of the door; activate it, then activate another console behind that door to leave.

If you want to explore the rest of Habitat 7, avoid heading toward the primary objective waypoint for now. Instead, travel southwest toward the optional waypoint marker, proceeding past what looks like a part of an alien ship.

LOCATE GREER

As you travel west, a rhythmic radio static can be heard. Find the source by using the Search Zone radar displayed below the compass. This radar appears whenever there's a non-specific or uncertain objective close by, giving you clues to how close you are to a point of interest using a "hot or cold" system. As you get closer to the source, the radar's signal increases.





It seems the signal is coming from the cave here. Enter to find Greer being held hostage by those aliens. Unlike the situation with Kirkland, you can save Greer from his captors. These soldiers attack you on first sight, so feel free to draw first blood while their attention is on Greer, who's desperately pleading for his life. Once the hostiles have been taken out, Ryder sends Greer to help Fisher back at the crash site. Your primary goal now is to find Alec Ryder's shuttle.

INVESTIGATE THE ALIEN RUINS

Continue west from the cave until you reach another alien building. There's a second level you can reach with the help of your jump-jets. Several dead alien bodies can be found up there (presumably as a result of the violent lightning storms). There's a **container** near the back of the upper area—loot it, then return to ground level and enter the building.

Enter the dark building and loot the small container in the middle of the large room. Then continue toward the back of the room (heading west), following the Search Zone radar hints. In the back room are several alien machines to scan; since you still don't have access to SAM, they're all a mystery. However, like us, aliens require power—activate the large device near the center of the room to power on the alien generator, which, in turn, powers on all the other alien tech in the vicinity. Before you leave this room, you can play with the alien tech in the generator room proving you did some exploring.

Next, return the way you entered. A previously closed door toward the north part of the large room has been unlocked as a result of the generator powering on. It looks like some kind of excavation and research site. Enter and loot the large containers for valuables, then go on to the back of the room. A bipedal synthetic awakens and attacks you. Fortunately, it's weak and damaged, so you shouldn't have much issue taking it out. Scanning the synthetic rewards you with 50 bonus Research Data.

TYPES OF RESEARCH DATA

Research Data is primarily gathered by using your scanner on technology you find. There are three types of data:

1. Milky Way technology

2. Heleus Cluster alien technology

3. Ancient technology

Research Data can be used as a sort of currency in order to purchase development blueprints for equipment. On Habitat 7, there are several opportunities for gathering Research Data, particularly of the alien, Heleus Cluster type.

ALIEN AMBUSH

Although you weren't met with much resistance inside the alien building, an entire squadron of them are waiting for you outside. Refill your ammo from the crates found in the large area of the building, then prepare for a shootout!

Nothing left to do in this building. At the very least, you've discovered that the biological hostile aliens were deployed here to set up this lab. Alec would be impressed by your drive and initiative!

As you leave the building, more hostile aliens ambush you. They've brought more pets this time, so this encounter may be exceptionally difficult if you're playing on Hardcore or Insanity. If you have consumables left, it's advised that you use them here. Another strong tactic for this encounter is to immediately take the high ground by using your jump-jets to get to the upper floor behind you (where the dead alien bodies were discovered). Get to a safe position in cover and take out your aggressors. However, watch for the cover-flushing pups they send for you—there's more than one this time, and they have no problem scaling up the building. Focus fire on these beasts first, using the Squadmate Order commands to give Liam direct commands if necessary.

INVESTIGATE THE SHUTTLE BETA AFT SECTION

Once you've successfully deflected the ambush, loot any remains left by the hostiles, then continue directly south from the alien building, heading back toward Fisher ("first contact" point). Along the way you find the other half of your shuttle.

ANOTHER ALIEN AMBUSH

The aliens have set a trap for anyone coming to check on the shuttle wreckage. If you get too close to the crash point, a group of hostiles reveals themselves. Get ready to execute a tactical retreat!

Investigating the debris triggers yet another ambush by the hostile aliens—there really is no diplomacy with these guys.

This encounter can be a nightmare if you aren't prepared. Not only are you surrounded, they have the jump on you. Your best bet is to retreat back north and find a corner to use as cover in order to limit your vulnerability to enemy fire. When you're situated, handle your foes accordingly. As always, be wary as the hostiles unleash the hounds on you, compromising your cover. Use your ammo power-ups if you have any!

After surviving the ambush, you're free to look around and salvage anything you can from the wreckage. There's a flight recorder from the shuttle you can activate to listen to comms between Fisher and Alec Ryder before the crash. Be sure to check the large **container** nearby with potentially high-quality valuables before you leave the area.

Now there's only one more minor optional task before the "point of no return" for this mission: continue south and east to finish the loop back to Fisher. On the way, there's another squad of those biological hostiles next to another alien structure. It's your turn to ambush them, so surprise them and take them out (this group isn't nearly as difficult as the previous encounters).

Then continue traveling southeast until you reach a high ledge; jump and mantle up and make your way back to the "first contact" point. On the way, activate the atmospheric analyzer from the shuttle wreckage.

POINT OF NO RETURN

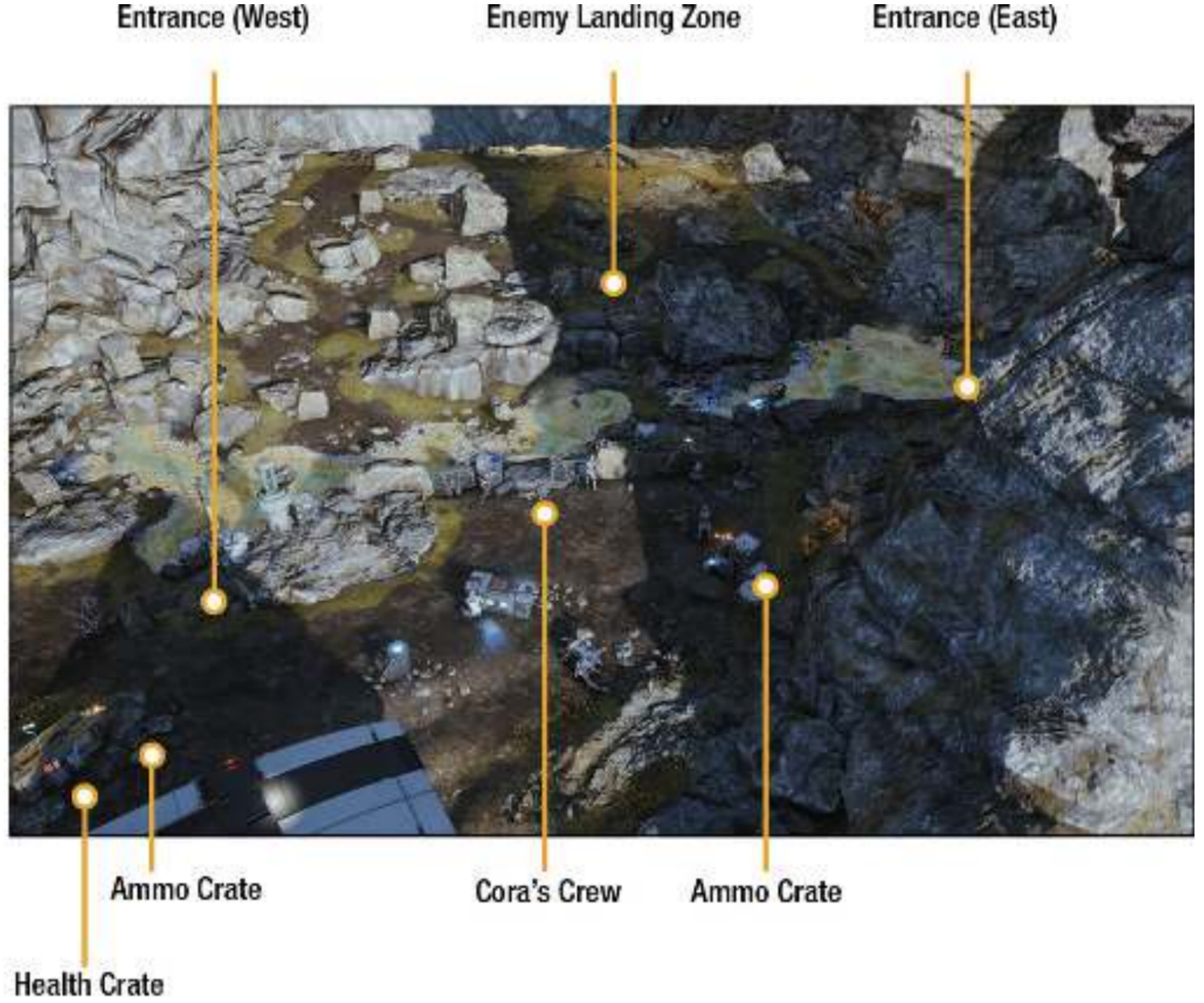
Once you commit to the next segment of the Priority Ops on Habitat 7, you will be barred from the rest of the area due to extreme weather conditions. Make sure you've explored everything before proceeding. You are a Recon Specialist, after all.

ACTION CHECKLIST	
1.	Investigate the flares (locate the second shuttle)
2.	Defend the Pathfinder team from hostile aliens
3.	Locate Alec Ryder
4.	Infiltrate the alien outpost
5.	Defend Alec Ryder

Now that you've accomplished everything there is to do before the break point on Habitat 7, it's time to head toward the primary waypoint to the northwest (where the signal flares were launched earlier). There are two entry points to your destination (see the map provided). Enter through either side.

When you reach the ongoing skirmish, jump right in to defend Cora and the rest of the Pathfinder crew. Your enemies are to the north with a slight high-ground advantage behind cover, while Cora and her team are across from them behind their own safety of cover. You don't want to be the only one out in the open, so join with Cora's team immediately and set up to take out the initial wave of alien troops. Try not to put yourself into too much danger, though (charging into the alien's side of cover may be unwise…).

Upon defeating the first squadron, you're rewarded enough experience points for a Level Up. Press Pause to go into the menu to spend your skill points. There's a relatively difficult battle coming up next with a shielded "heavy"-type enemy alien, so consider investing points into an ability that's effective against shields, such as Overload or Energy Drain. Additionally, Liam can upgrade his Havoc Strike power now—a useful area-of-effect "ground pound" attack with an added stun effect on its victims.



After you've spent your skill points, refill your ammo and then open the **large container**, east of Cora's shuttle. When Cora notifies you of it, find and use the weapons cache in front of her shuttle to pick up an **M-23 Katana Shotgun/Charger/Viper** (depending on your Training History).

Get ready for another encounter, this time with a "heavy unknown" alien soldier added to the mix. This one features a layer of shielded health, conveyed by the blue bar above its red health bar.

SHIELD HEALTH AND OVERLOAD

Shielded foes are frustrating to fight against if you aren't equipped to handle them. Shields are essentially extra health you have to break though to get to the meat of the enemy. More importantly, they block most power effects! For instance, an enemy with remaining shield health doesn't budge when struck by a Concussive Shot. They still take damage to their shields, but they don't suffer the additional effect. This applies to most non-tech powers. It's highly recommended that you have Ryder or one of your squadmates invest into a power that does bonus damage to shields, such as Overload and Energy Drain. These two powers deal an enormous amount of shield damage, especially Overload. Not only is Overload effective against shields, but it's easy to land on enemies because of its instantaneous projectile speed. It's also a decent power to use against non-shielded targets, so it's never a "wasted" power.

Furthermore, Overload is an incredible ability in general, particularly if you have a primer or detonator available, since Overload acts as **both a detonator and a tech combo primer** (although this is not explicitly stated within game menus).

Liam Kosta—Crisis Specialist

Strengths: High utility with Overload tech to destroy shields, Havoc Strike to stun enemies and prime detonators

Weapon: Charger SMG and Dual Omni-Blades

Synergies: Effective in most situations and works well with most classes; a jack-of-all-trades

Cora Harper—Biotic Commando

Strengths: Similar to Vanguard class; gets close and personal, drawing attention with the Charge ability while supporting her allies with Shield Boost

Weapon: Auto-Shotgun

Synergies: Fights well with someone who can support her from range with crowd-control effects like Pull,

Throw, and Cryo Beam

For details on squadmates, see **Squadmates** in the Introduction chapter.

LOCATE ALEC RYDER

Now that you've ensured the safety of Cora and her shuttle crew, it's time to find Alec. Cora has been added to your roster as well as to your active party, so feel free to spend her skill points now. It's highly recommended that you give her at least one active power before your next major encounter with the aliens.

Most of Habitat 7 is inhospitable at this point due to the extreme lightning storms plaguing the planet. Follow the waypoint on your compass, heading southeast from Cora's shuttle.

Your waypoint objective takes you to a cliff (which you may have explored prior).

KEY CHOICE AND REACTIVITY

If you explored Habitat 7 thoroughly, Alec commends you for your dedication as a Recon Specialist. If you hurried to Cora's shuttle before completing the optional Habitat 7 objectives, Alec chastises you instead.

Jump up and mantle the cliff to reunite with Alec, who's set up and devised a plan to infiltrate the alien base with the ultimate goal of shutting the tower down, hopefully clearing up the violent lightning storms.

FOLLOW ALEC RYDER

Following the cutscene, your objective is simple: follow and support Alec Ryder as he fights his way through the alien outpost.

First, get to cover immediately, as your entrance wasn't exactly inconspicuous. There are several points you can set up behind as you fight through the enemy front line. Inch your way forward, leaping from cover to cover whenever the path is clear.

Note, if you earlier failed to rescue Greer you now find his body in the outpost.

Ammo and health crates are located at the entrance of the base if you need them. Additionally, there's an in-game map of the area if you need to find your bearings. Continue following Alec's lead deeper into the facility. Failing to save Greer before the "point of no return" results in his death (you can find his body in the outpost here).

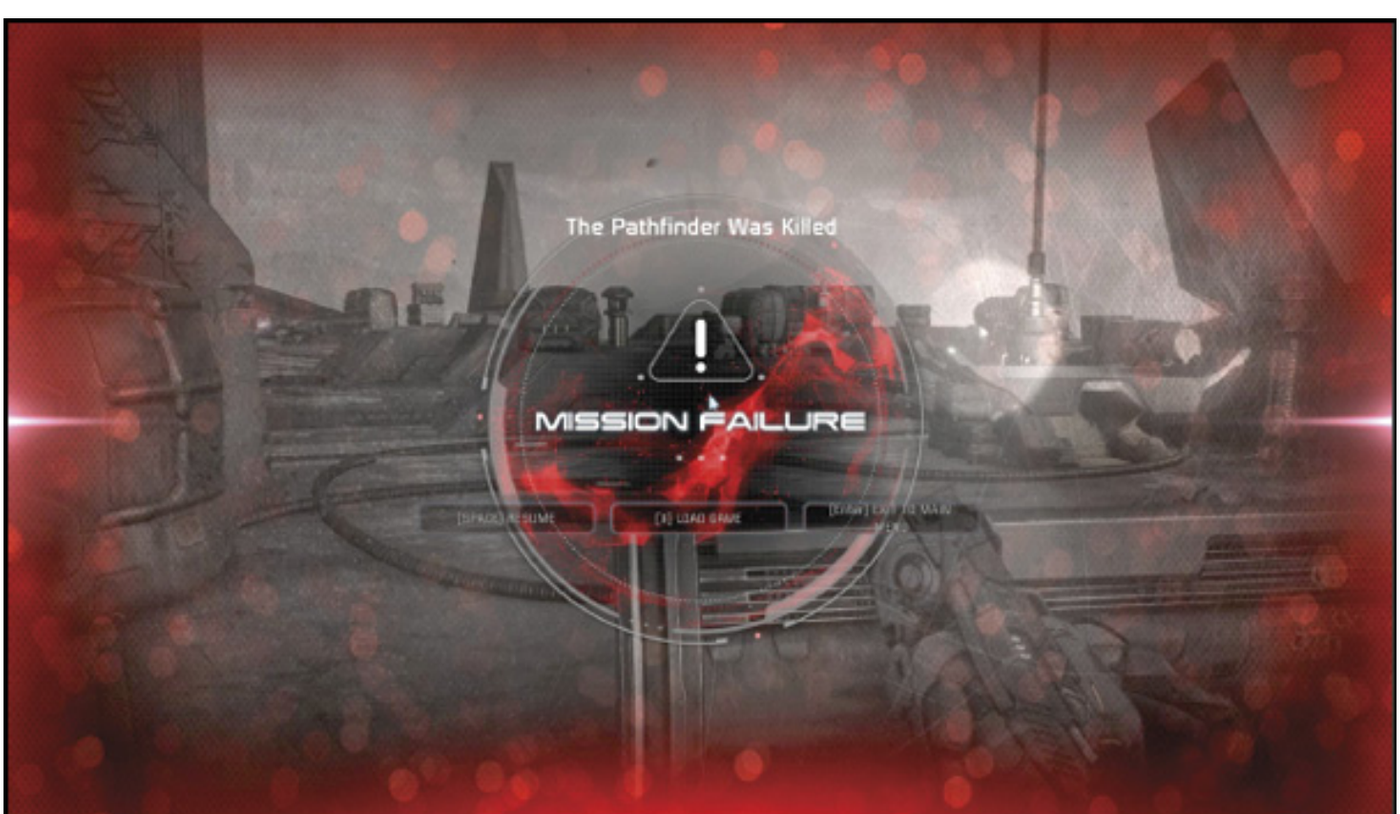
There's a room on the second level, not too far from the entrance, that houses a **small container** as well as ammo and health crates. Follow Alec to the north part of the map, where there's a gap in the base's floor. Take out the enemies at the other end while Alec finds a way to open the door. Once it's open decimate the defenses the aliens have formed inside, then enter the area.

You can find two more **small** containers in the room, along with health and ammo crates. Continue westward up the ramp; as you approach the control center, you're greeted by a few more alien troops, as well as one shielded "heavy unknown."

DEFEND ALEC RYDER

Secure the area, then prepare for a difficult defense phase. An optional task is added to your mission tracker, instructing you to set up a defensive formation against the flanking enemy soldiers. Tutorial text is also displayed with your assigned buttons (or keys) for ordering your squadmates. Use these commands and order one of each to the highlighted areas to fulfill the objective.

Once your defenses are set up, hostiles begin to assault from both ends, while Alec is busy decrypting the control center panel (unfortunately, he won't be able to participate in combat). Try to stay close to Alec and your squadmates—venturing too far from the area can end in a game over, as Alec is vulnerable.



While you need to protect Alec at all costs, you also need to keep Liam and Cora from becoming overwhelmed. This may prove difficult, particularly on the higher difficulty settings. The heavy-unknown soldiers can be painful to take down, so hopefully you invested in Overload or Energy Drain!

If Cora or Liam gets knocked out, revive them immediately. Keep an eye on their health and whether or not they're under heavy fire by checking their portraits underneath your own health bar.

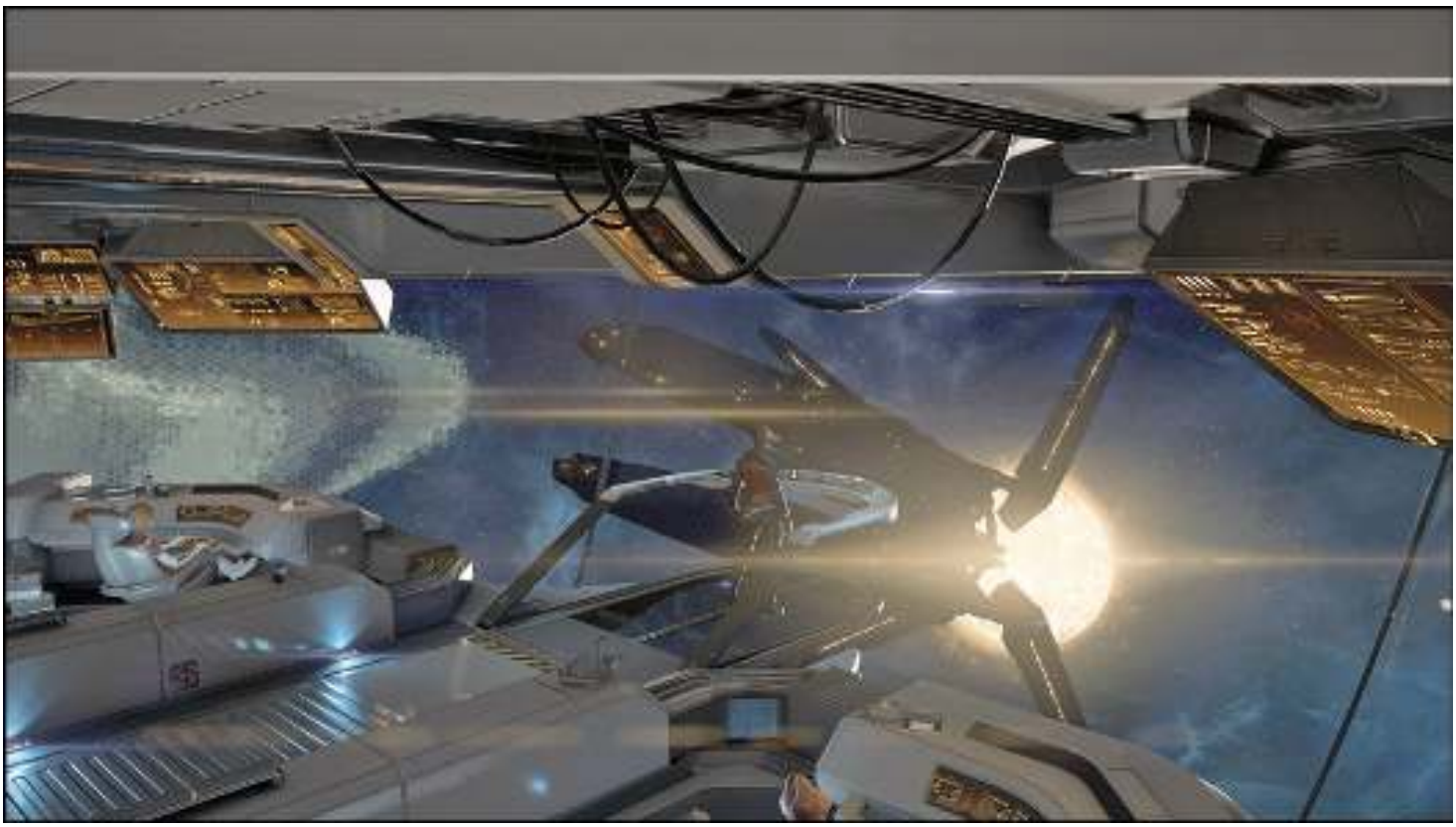
If you're taking too much damage or begin to run out of ammo, there are ammo and health crates near the control center. You'll most likely need to make use of these. This is also an ideal time to use your ammo power-ups or other combat-boosting consumables.

When the decryption progress is finished, help Alec lift the door to complete the mission.

MASS EFFECT ANDROMEDA

Priority Ops

Mission 4: Hunting the Archon



Evfra, the leader of the angaran Resistance, reluctantly reveals that one of his own commanding officers helped the kett abduct Moshae Sjefa, though to what end is a mystery. Although disturbing, it may be the only lead to finding the Archon. The traitor, Vehn Terev, is confirmed to be in Kadara, home of Nexus exiles.

ACTION CHECKLIST	
1.	(Optional) Explore Aya, undertake side quests
2.	(Optional) Revisit Eos (now cleared of radiation)
3.	Meet “Shena” at Kralla’s Song in Kadara Port
4.	Interrogate Vehn Terev
5.	Find the kett transponder on Kadara

New Solar System Available

Govorkam (Kadara)

Eos—New Side Quests

Making an Impression, Prodromos, Hainley Abrams (Architect mission)

Task: Drone Recovery, Prodromos, terminal

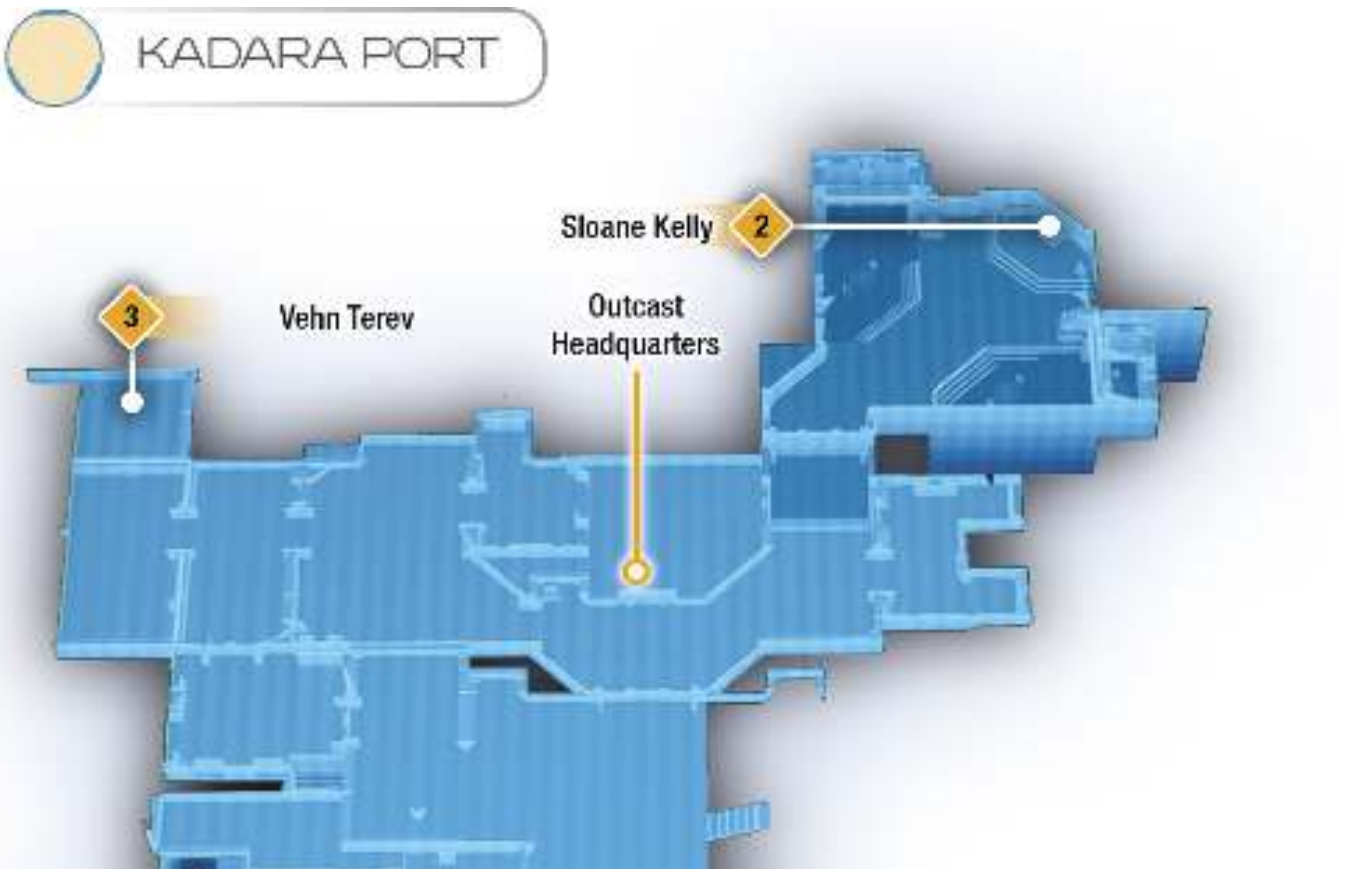
Task: Supply Loss and Recovery, Prodromos, terminals

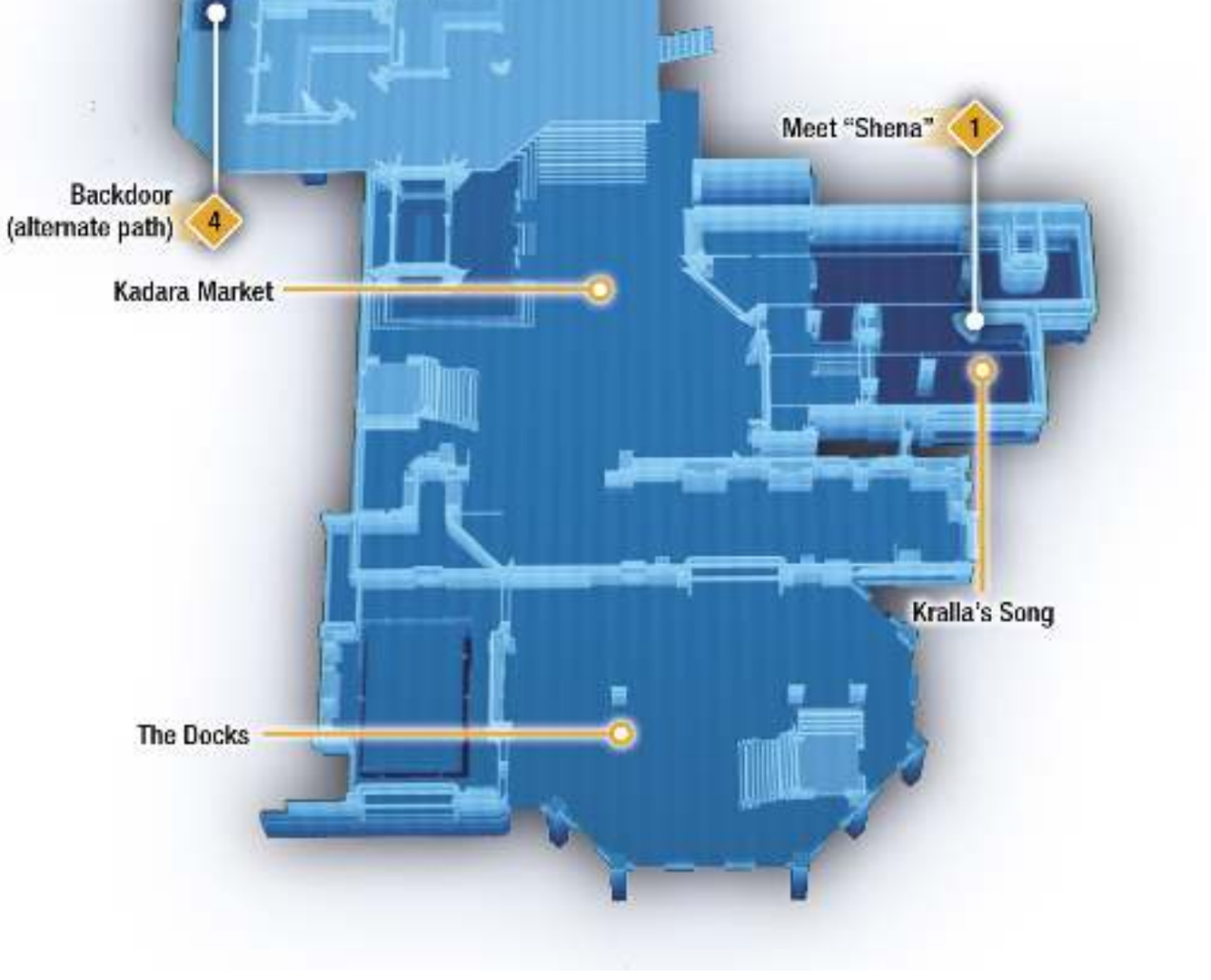
Task: Waking up to the Future

OPTIONAL MISSION REMINDER

If you haven't already, explore Aya to undertake and complete optional missions. You can engage in trade with angaran merchants or revisit the Nexus to welcome the angaran ambassadors. And now that most of Eos' heavy radiation has dissipated, you can return to deal with their ever-growing problems with the kett. This is a good time to check on your sibling in the Hyperion cryobay if you haven't already!

DEAL WITH VEHN TEREV





Set course to Kadara in the Govorkam system to start your hunt for Vehn Terev. Find and meet your contact, code name "Shena," at a bar called Kralla's Song. Reyes Vidal, the Resistance informant, reveals that the leader of the Outcasts has detained Vehn and is waiting to execute him.

You need to convince this leader to help you. Visit Sloane Kelly at the Outcast Headquarters in the northeast corner of Kadara Port. A **key choice** is presented here when she asks you why you need to speak to Vehn. Although both generally result in the same outcome, they also determine Vehn's ultimate fate:

KEY CHOICE: THE TRAITOR ON KADARA PORT

a) Be honest with her and then refuse to let her kill Vehn -OR- simply say, “None of your business” (with an optional aggressive Narrative Action).

Result: If you “fail” in convincing Sloane, you can meet with Reyes afterward, who gives you a back door to Vehn’s cell (behind the Armor Merchant’s shop). Vehn is then transferred from the Outcasts to the angaran Resistance.

b) Be honest with her and agree to Vehn’s execution.

Result: If you succeed and receive Sloane’s permission to question Vehn, you meet him directly, but he’s then scheduled to be executed by the Outcasts.

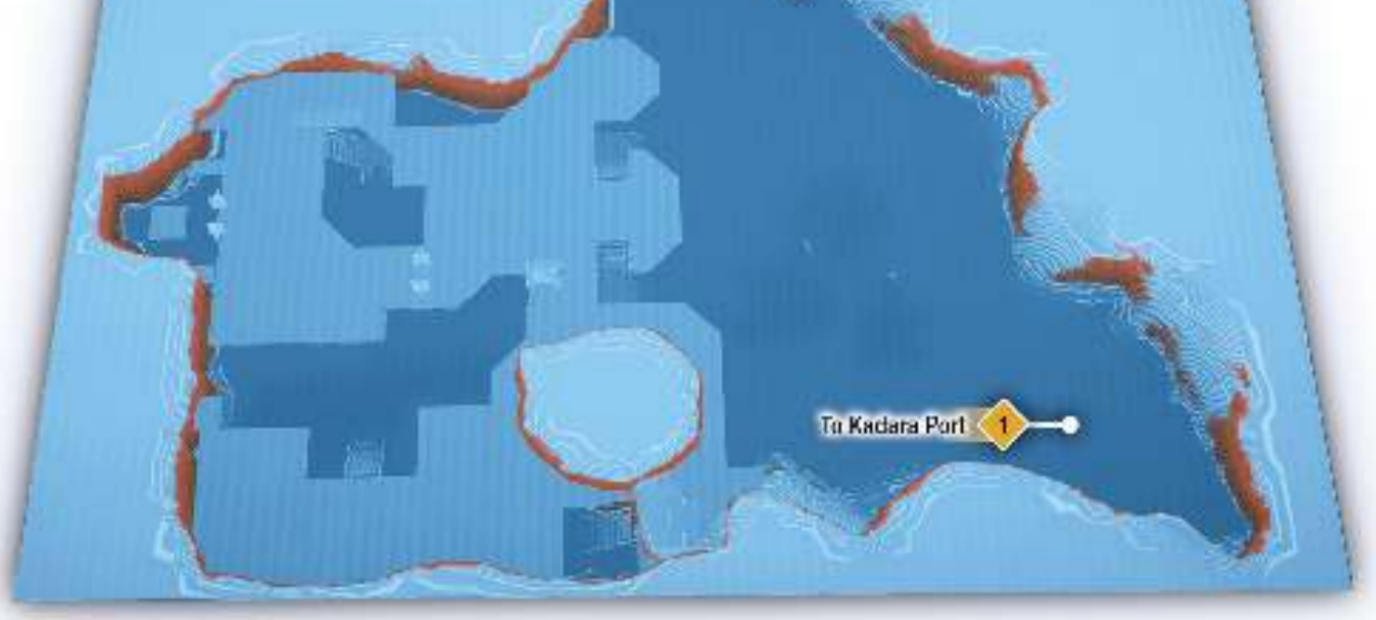
NEW VENDORS

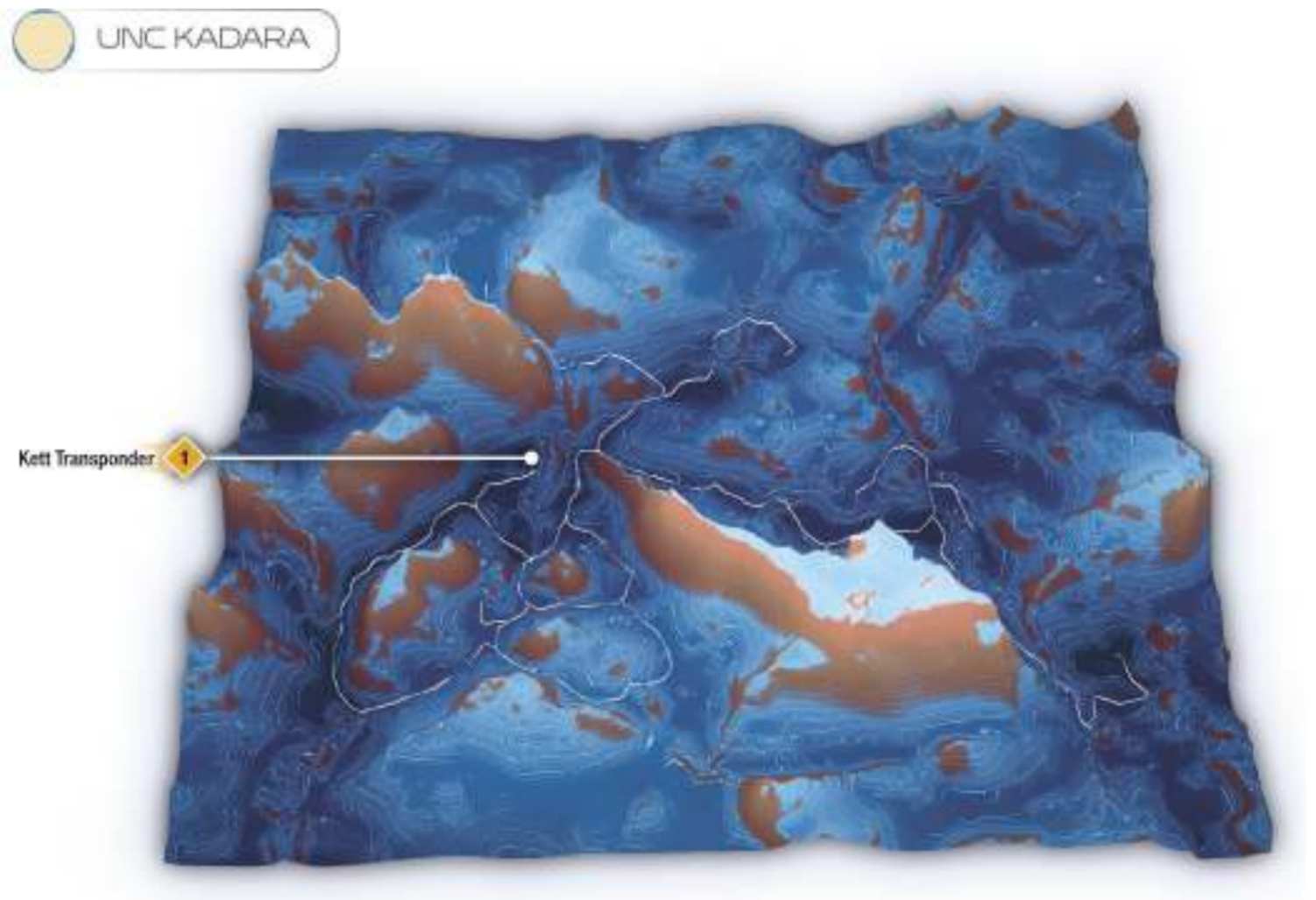
With Kadara Port unlocked, your shopping options widen, as there are several merchants here with new kinds of equipment. The salarian Mods Merchant sells unique types of mods that enhance specific stats, but with a sacrifice in another stat. The Arms Merchant sells exile-type weapons such as the high-damage Sidewinder Pistol. The Armor Merchant sells the **Maverick** armor set (**highly recommended for boss encounters**!)

Either way, Vehn gives up a lead: The kett contacted him through a transponder, and it can be used to triangulate the Archon’s location. The transponder is somewhere on Kadara, so it’s time to do some UNC exploration.

FIND THE KETT TRANSPONDER

KADARA SLUMS





You can now exit Kadara Port to explore Kadara UNC by taking the lift from the docking area (south side). The lift transports you to the Kadara Slums, an even more degenerate side of Kadara. You can pick up side quests here, and you can meet up with Reyes Vidal again to start "A People Divided." Leave to explore the rest of planet through the northeast building (or jump the fence).

Call down the forward station nearby, then summon the Nomad using the terminal on the forward station. SAM debriefs you concerning Kadara's environmental situation. Drive the Nomad to the navpoint for "Hunting the Archon," located to the east in Sulfur Springs. Either use the roads marked on the map, or attempt to drive over the steep mountain with your all-wheel-drive mode. There's also a merchant named Thrasia in Varren's Scalp (you should see it on the way east), with a quest for you and a shop that sells unique Nomad paint jobs and a Tempest Trophy model.

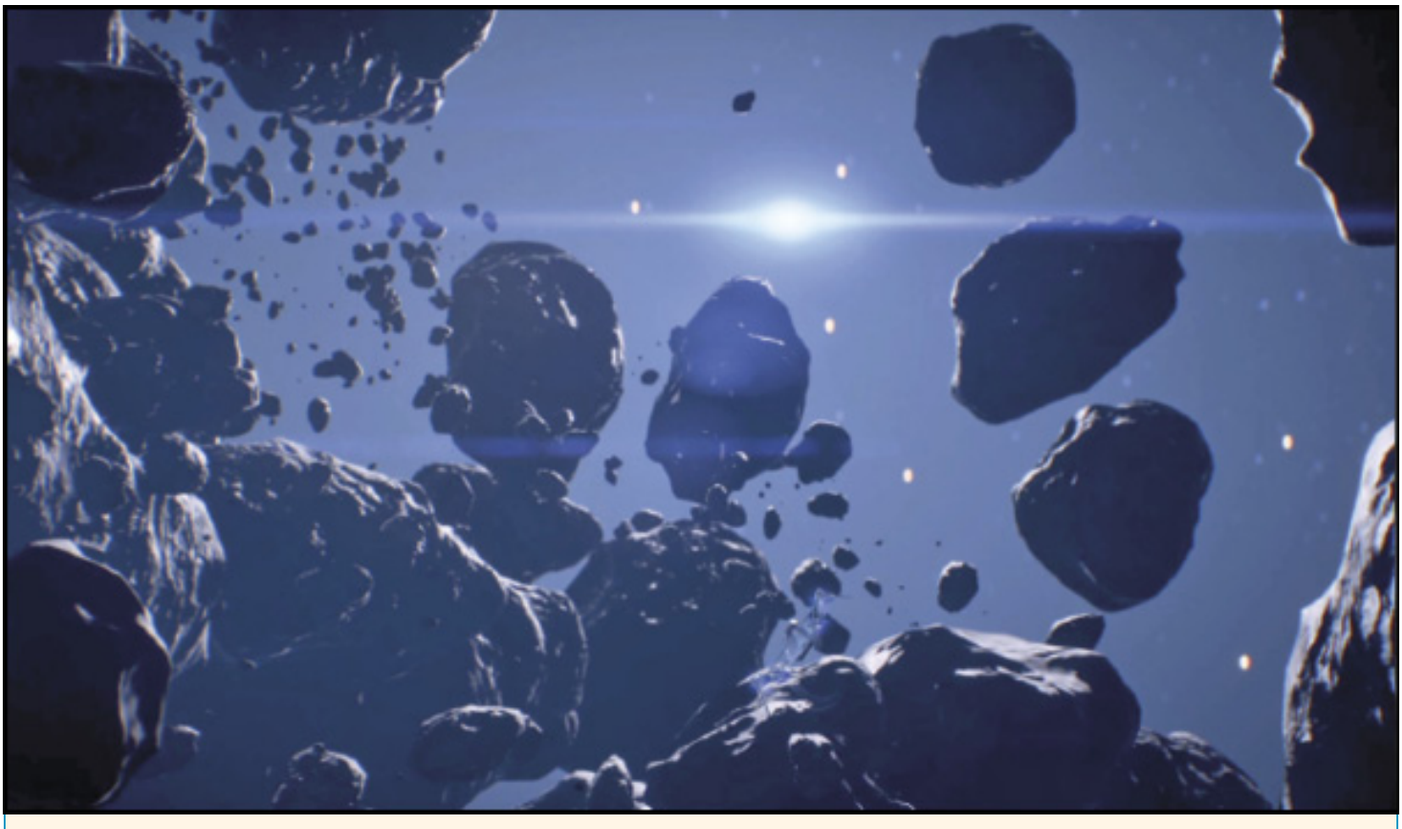
Thrasia's shop is found here.

Once you're at your destination in Sulfur Springs, look for a **transponder** under the building to the northwest.

Pick up the transponder to complete this portion of the mission. While you're here, you can complete objectives for "A People Divided" in another building close by. As far as your Priority Ops mission goes, that's all there is to do on Kadara. If you want to stay on Kadara to help out the locals, continue with "A People Divided." See the Secondary Ops chapter for details.

When you're ready, return to the Tempest. A cutscene triggers, with Drack calling an emergency meeting. Apparently, there's krogan unrest on the planet Elaaden. The squad debate whether problems on Elaaden warrant your immediate attention (you're in the middle of hunting the Archon, after all). Two new Priority Ops missions are added to the journal: "H-047C: A New World" and "Elaaden**: A New World.**" You complete these "missions" just by traveling to the associated locations, so completion isn't exactly imperative.

Tempest taken down to Elaaden.



Exploring the moon, H-047C.

MASS EFFECT: ANDROMEDA'S "CREAMY MIDDLE"—OPTIONAL MISSIONS

As events unfold throughout "Hunting the Archon," several major optional missions can be launched and/or completed, including squadmate Loyalty Missions. If you'd like to take a break from the main story, this is a good time to do so in order to help Initiative colonists around the galaxy. There's an extremely plentiful amount of content to get through. Even though the Archon is a threat to the galaxy, one of your responsibilities as a Pathfinder is finding a viable home for the 100,000 colonists from the Milky Way.

Optional Tasks Reminder Checklist

At this point, the open-world aspect of the game blows wide open, so feel free to explore every nook and cranny of planets and locations.

1. Scan for anomalies throughout the Heleus Cluster via the Galaxy Map

2. Make the rounds, speaking to all your squadmates and support staff

3. Check back with citizens on the Nexus and Hyperion

4. Complete side quests on Havarl, Voeld, Eos, Kadara, and Elaaden

5. Activate vaults and increase Viability on “golden worlds”

Aya Side Quests

Safe Journeys, Docks, Maariko

Task: Laws and Customs, Markets, Renaav

Task: Local Cuisine, Lexi

Task: Messages to the Nexus, Governor’s Office, Enroh Bossan

Task: Test Subject, near Resistance Headquarters, Daanfre

Task: The Angaran Initiative

Task: The Nexus Exchange

Kadara Side Quests

A Package Deal, Varren’s Scalp, Thrasia

A People Divided, Slums, Reyes Vidal

Behind Enemy Lines, Outcast Headquarters, Kaetus

Counting Bodies, Outside of Slums, Saneris

Emergency S.O.S., Kurinth’s Valley

Gone with the Wind, Varren's Scalp, Aislin

Healing Kadara's Heart, Remnant Monolith (vault quest chain)

Mind Games, Haafel, exile

Mixed Messages, Second Floor, Jim

Modern Medicine, Slums, Dr. Nakamoto

Murder in Kadara Port, Port, scan angaran body

Old Skinner, Kadara Outpost, Christmas Tate (Architect battle)

Out of the Frying Pan, Port, Grayson Wessler

Precious Cargo, Slums, Reyes

Something in the Water, Kurinth's Valley

Task: Broken Family, Haarfel, refugee

Task: Cold Hard Cache, Spirit's Ledge

Task: Kadara's Ransom, UNC, datapad

Task: Outlaw Weapon Crafting, Slums, disillusioned outlaw

Task: Searching for Morga, Port, Jataa

The Baryte Rush, Slums, Derc

The Charlatan's Charlatan, Collective Base (Draullir), Crux

The Collective Base, Collective Base (Draullir), Crux

New Solar Systems

Anasa

Remav (H-047C)

Hefena

Solminae

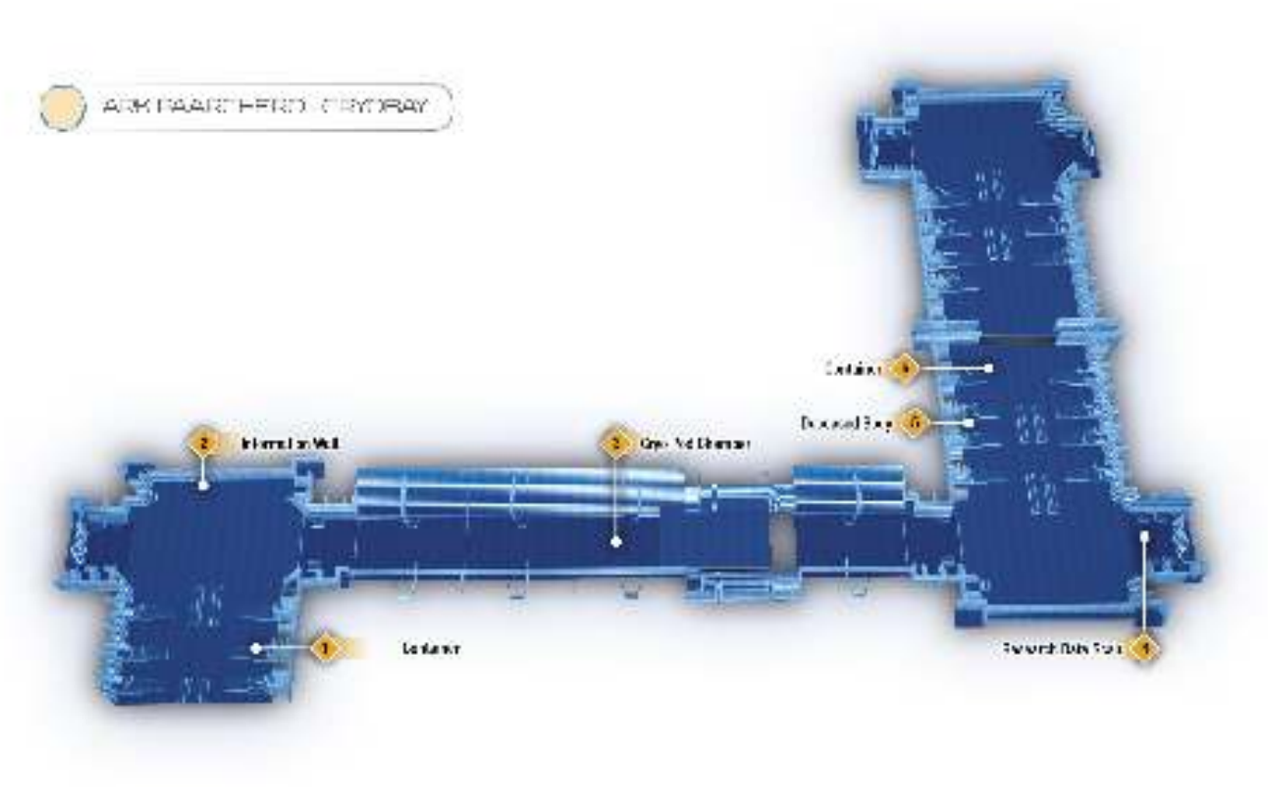
Tafeno (kett flagship)

Tecunis

Vaalon

Zaubray (Elaaden)

THE SALARIAN ARK



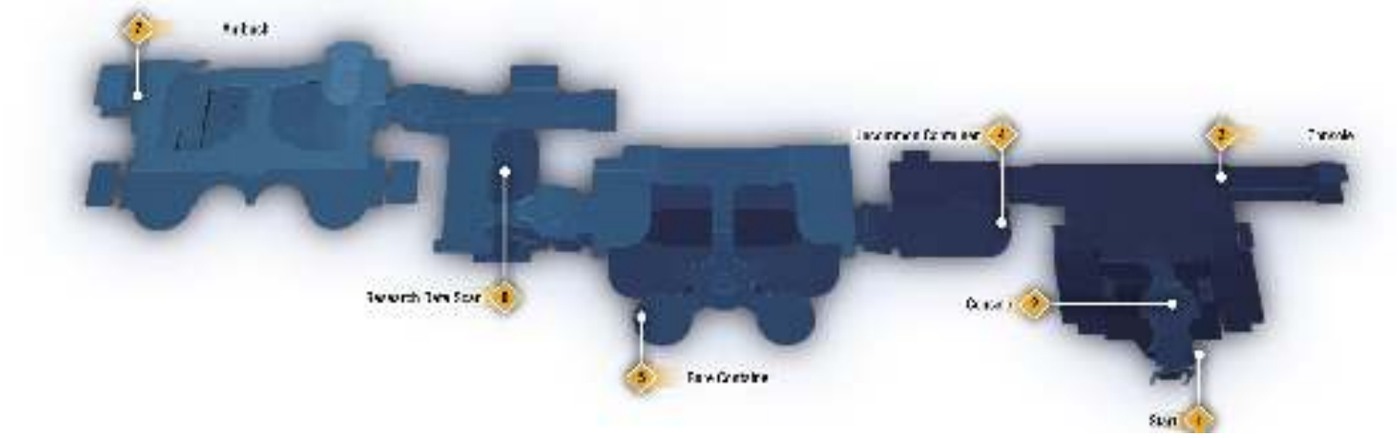
Speak to Gil (if you haven't already). He triangulates the location of a kett flagship, the Verakan, revealing the Tafeno system. Set a course for it, then take flight to the flagship, which is "connected" to Ark Paarchero, the salarian ark. That's one mystery solved. Time to find out what exactly happened inside. Prepare to deploy. You can take any two squadmates with you on this mission, but it's recommended that you're fully prepared with consumables and your best equipment. Expect to meet heavy kett resistance. Additionally, you can take Drack for some unique dialogue near the end of the operation.

You arrive on the ark's cryobay (it should look familiar to you). Read the **datapad** nearby for extra information regarding the ark's predicament. Search the **container** just east of the datapad, then use the console by the Information Wall to the north.

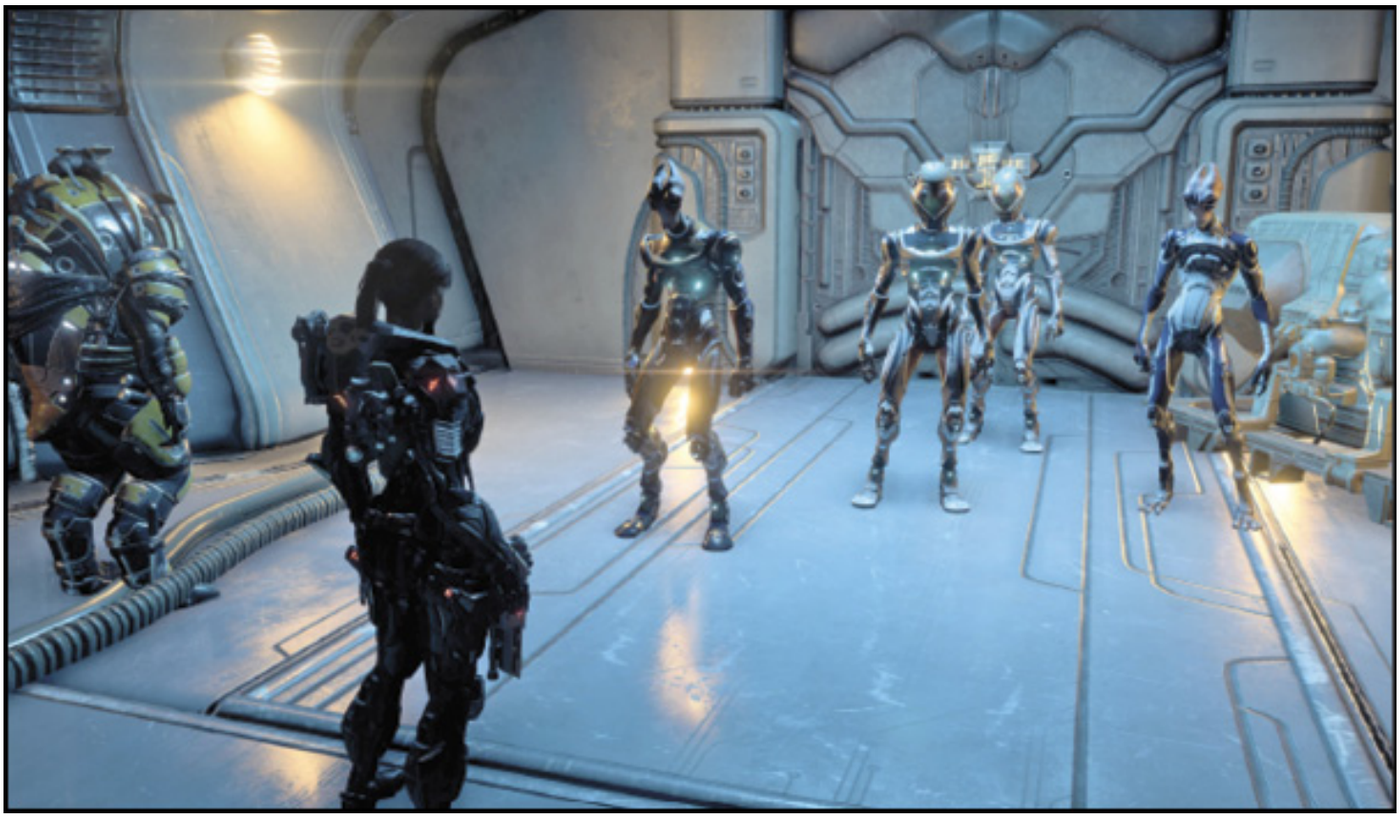
Salarian ingenuity: They've encrypted a distress message into the panel. You're to find the salarian Pathfinder. Head into and through the cryo pod chamber. Scan the kett tech and proceed through to the Medbay at the other end. Near the entrance to the medbay is an **Adapted Initiative Core** Tech you scan for 100 Milky Way Research Data. Then find a salarian body on one of the beds on the west side of the room. Scan the body, then use the terminal next to the bed.

Loot the **container** up ahead and then access the medical terminal at the other end of the room to the south. It seems the salarian Pathfinder's been playing dead. Look for her in the cryo pod chamber. Scan the cryo pods marked with your navpoint, then access the cryo pod control console nearby to revive Pathfinder Raeka from stasis.

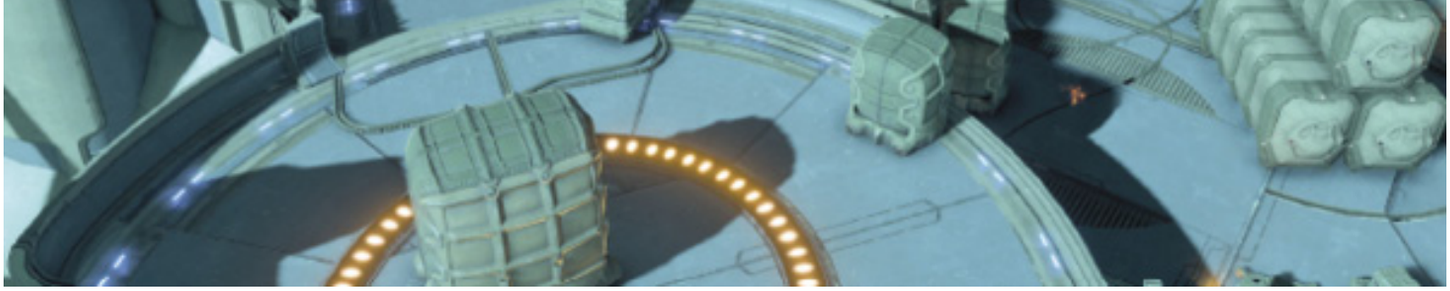
It's time to infiltrate the kett flagship through the transfer tether connected to the Paarchero.



The kett are ready for your arrival; they attack almost as soon as you enter. The first wave of enemies consists of several Chosen kett, followed by Destined and a few more Chosen in a second wave. Eliminate the threat, then activate the console on the second level to patch SAM into the ship's systems. With SAM in the systems, unlock a side door for the salarian Pathfinder—she'll assist with a subterfuge operation. Loot any containers in the area, then continue through the west door.

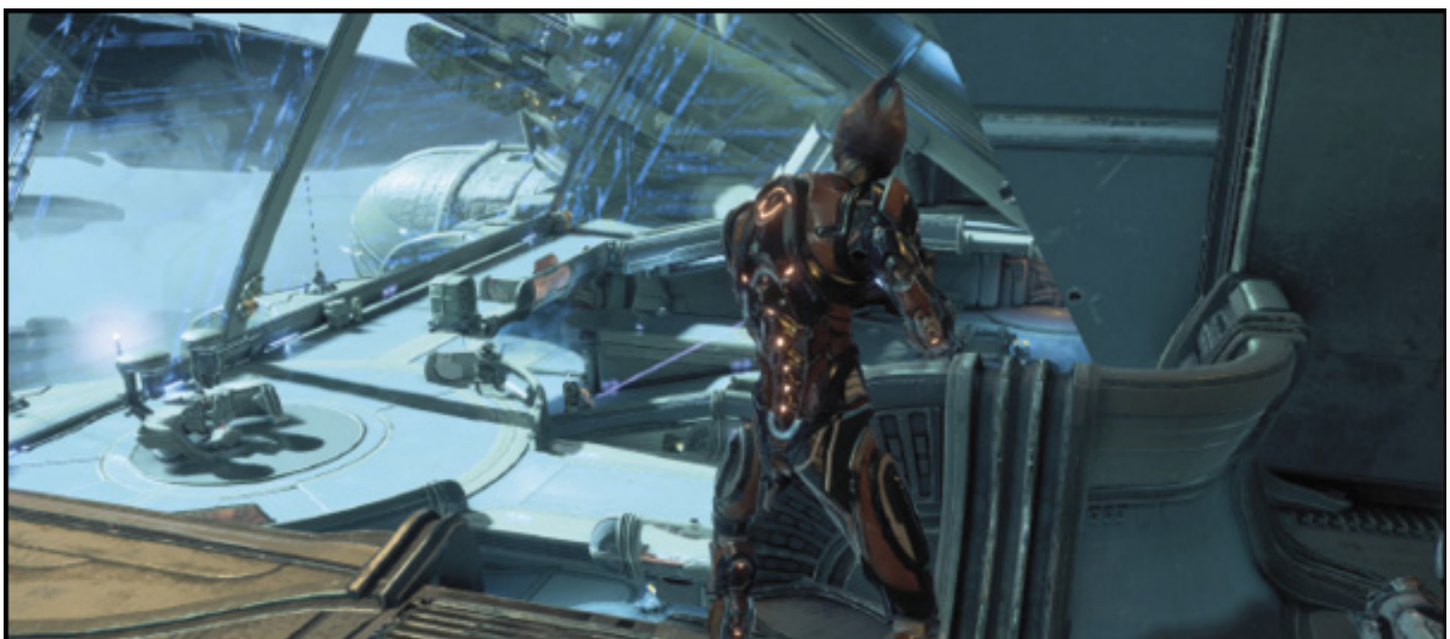


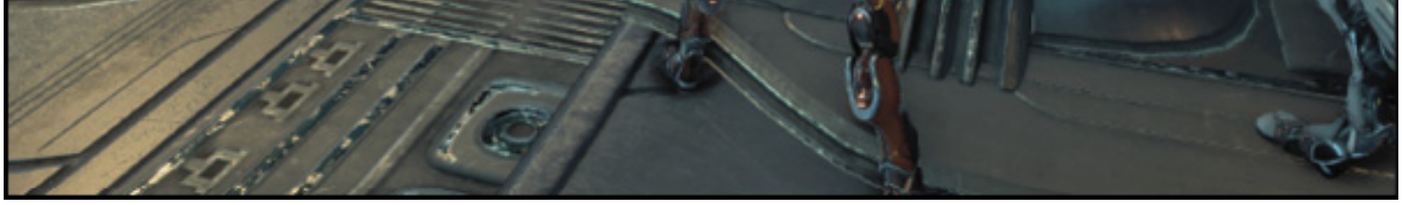
The hangar area is filled with kett troops. This multi-level war zone includes a combination of Destined, Chosen, and Anointed kett soldiers. No Wraiths here, so stay in cover. Jump up and down levels if you need to retreat to restore shields. The Anointed, as always, should be your number one priority, followed by Chosen, and then the Destined. Hopefully, you have a strong combination of tech and biotic powers by now (Overload and Pull, for example).



Continue west into the outer decks—nothing much here aside from a scannable **kett** **encryption** **tech** in the lower level. Scan it, then jump up to the second level and go through the door to the north. Make a left through another door, traverse a hallway, and enter the gun battery area. Travel west through the area, all the way to the door at the other end. It's mysteriously quiet here…

The **kett** love their ambushes—Destined, Anointed, and Chosen soldiers arrive in search of you. You can get the jump on them if you're careful. Like the hangar, this large, open arena provides plenty of space for you to maneuver, so use the various levels to your advantage.



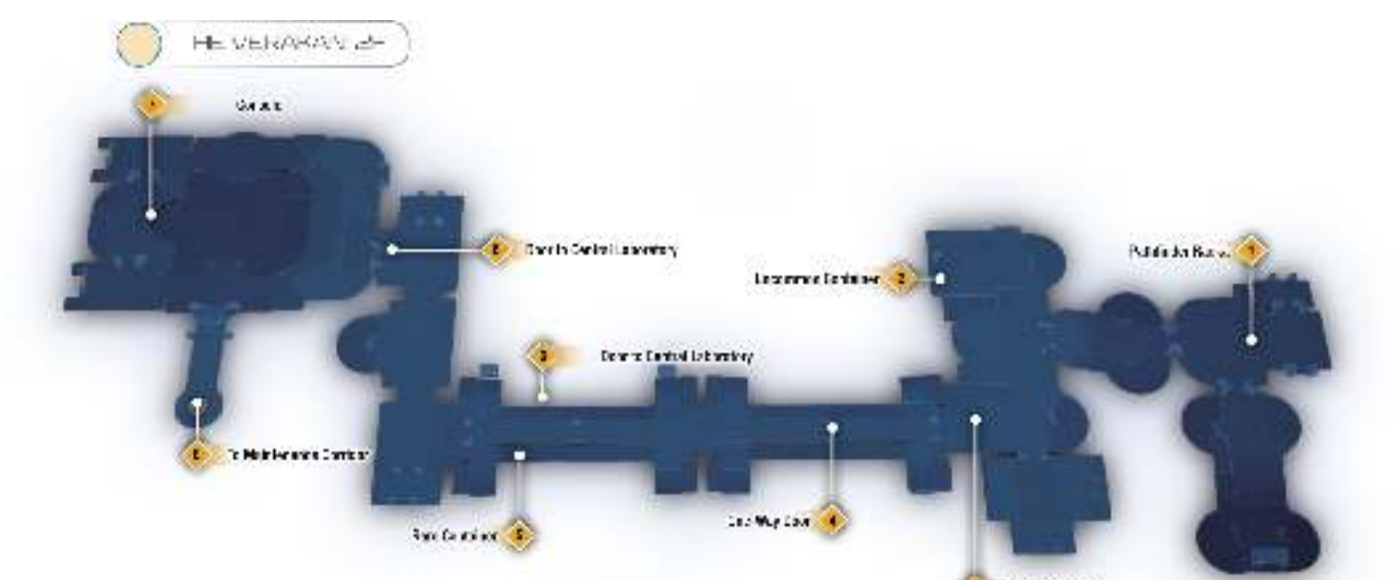


After the initial waves, the salarian Pathfinder's ragtag crew show up on a platform up above, providing overwatch cover. However, the kett begin to deploy their Wraiths. Prioritize them accordingly.

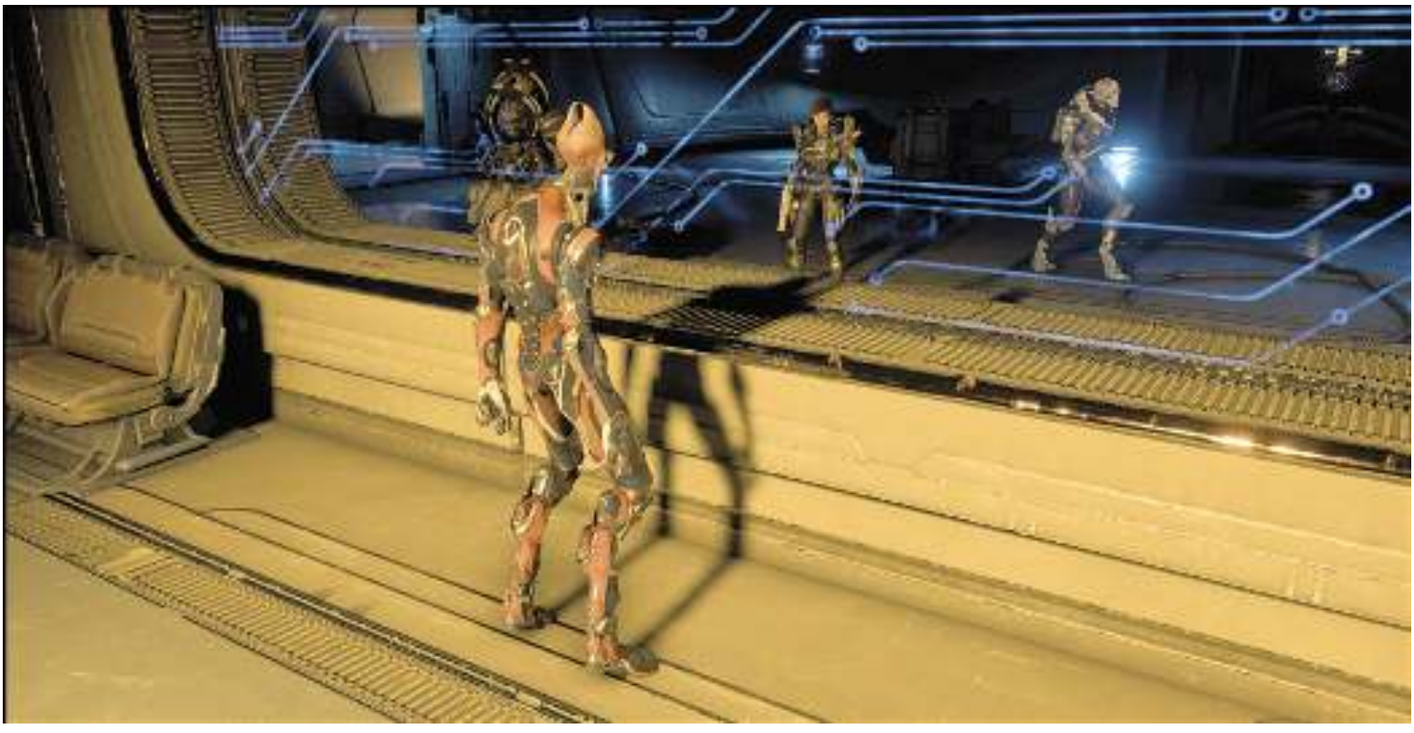
After a certain period of time, the salarians are forced to retreat. The encounter ramps up as an Ascendant joins the fray. Take out all weaker enemies, then focus your efforts on the Ascendant. This encounter is similar to the one with the Cardinal, except this Ascendant does not summon waves of kett. Simply destroy its orb to reveal its vulnerable body, and then attack with headshots or power combos.

WEAK POINT BONUS MULTIPLIERS

Infiltrator profiles, Maverick armor, and the Rank 3 Sniper Rifle passive power all offer increased headshot/weak-point bonuses. This means all damage done to an Ascendant's Orb is multiplied considerably. Stacking this multiplier can make these difficult encounters manageable even on the Insanity difficulty!



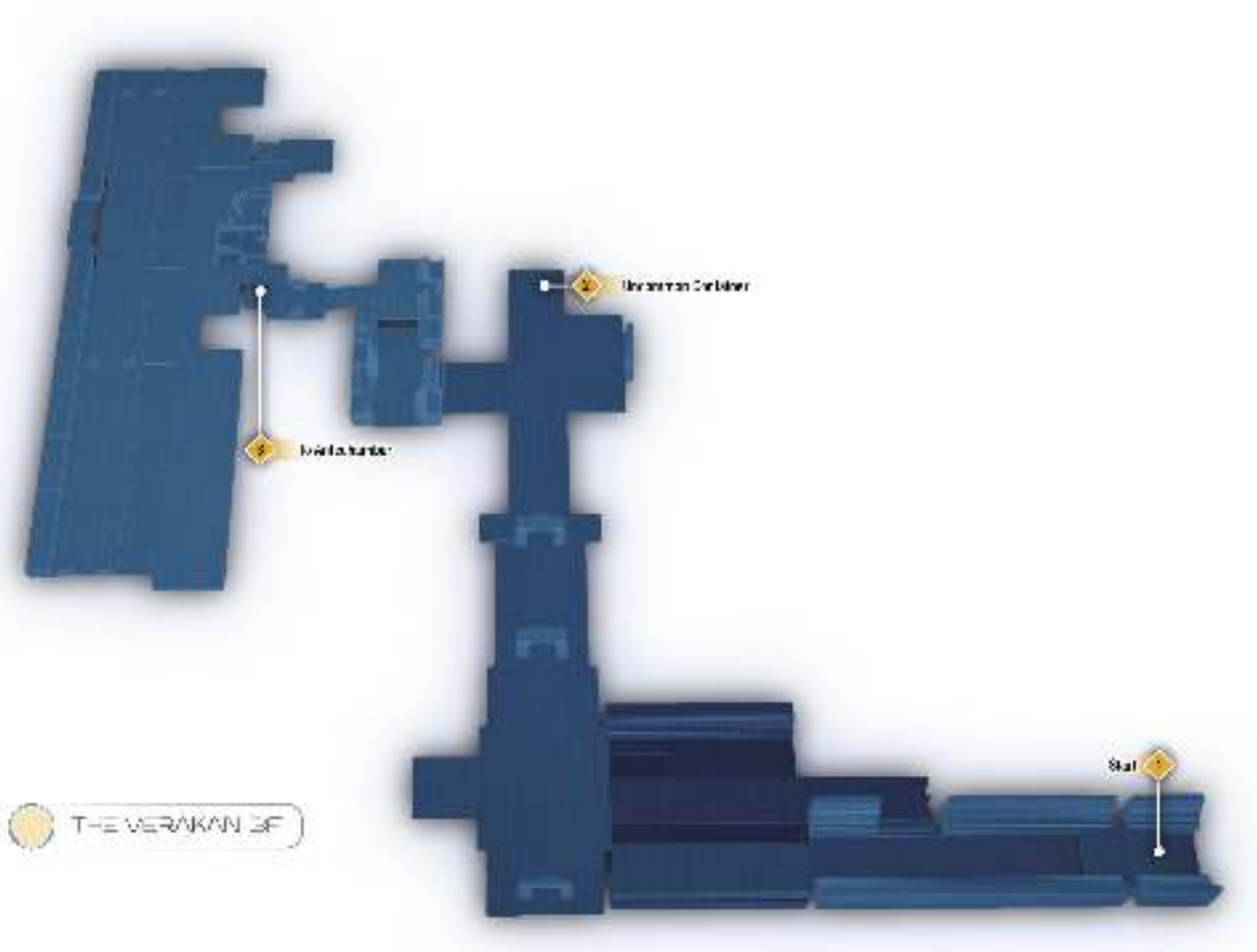
Finish off the Ascendant and loot everything in the area before heading out north from the upper level and into the inner decks of the Verakan. Up ahead, in a dark room, you rendezvous with Pathfinder Raeka. Have SAM help her override a door by interfacing with the console nearby. Continue through the door to the west. Along the way are a couple of **containers** to search. Take the **kett** weaponry, then proceed south—the door is locked off by the **kett**. SAM directs you to the west door, but it's also locked. Scan the nearby panel, then use the console and answer, "We're extra security," to translate your English to **kett**.



Enter the laboratory. There are several **enemies** in the area. When you approach, they retreat from the lab (to set up an ambush, of course). Explore Laboratory 16; activate various consoles to toggle nearby machinery. Get ready for an ambush as you proceed west. In the next half of the lab, jump down to the lower level near the south end. Then continue west and loot the **rare container**. Up ahead you can witness the **kett** performing experiments.

Nothing else you can do here, so leave through the west exit. Chosen and Anointed **kett** in this hallway set up a defensive position while sending their Wraiths after you. Put down the Wraiths promptly, then take out the rest of the kett within the safety of cover. Exit through the northwest door to trigger a cutscene in the central laboratory.

Thanks to SAM (for killing and reviving you), you break free from the Archon's detainment device. In this lab, you can listen to audio recordings of the Archon and Primus interrogating their prisoners. Your main objective is to get into the control room in the west, where you can listen to the Archon's summaries of Milky Way species he's encountered and captured. Activate the console, revealing a hatchway exit south of the central laboratory.



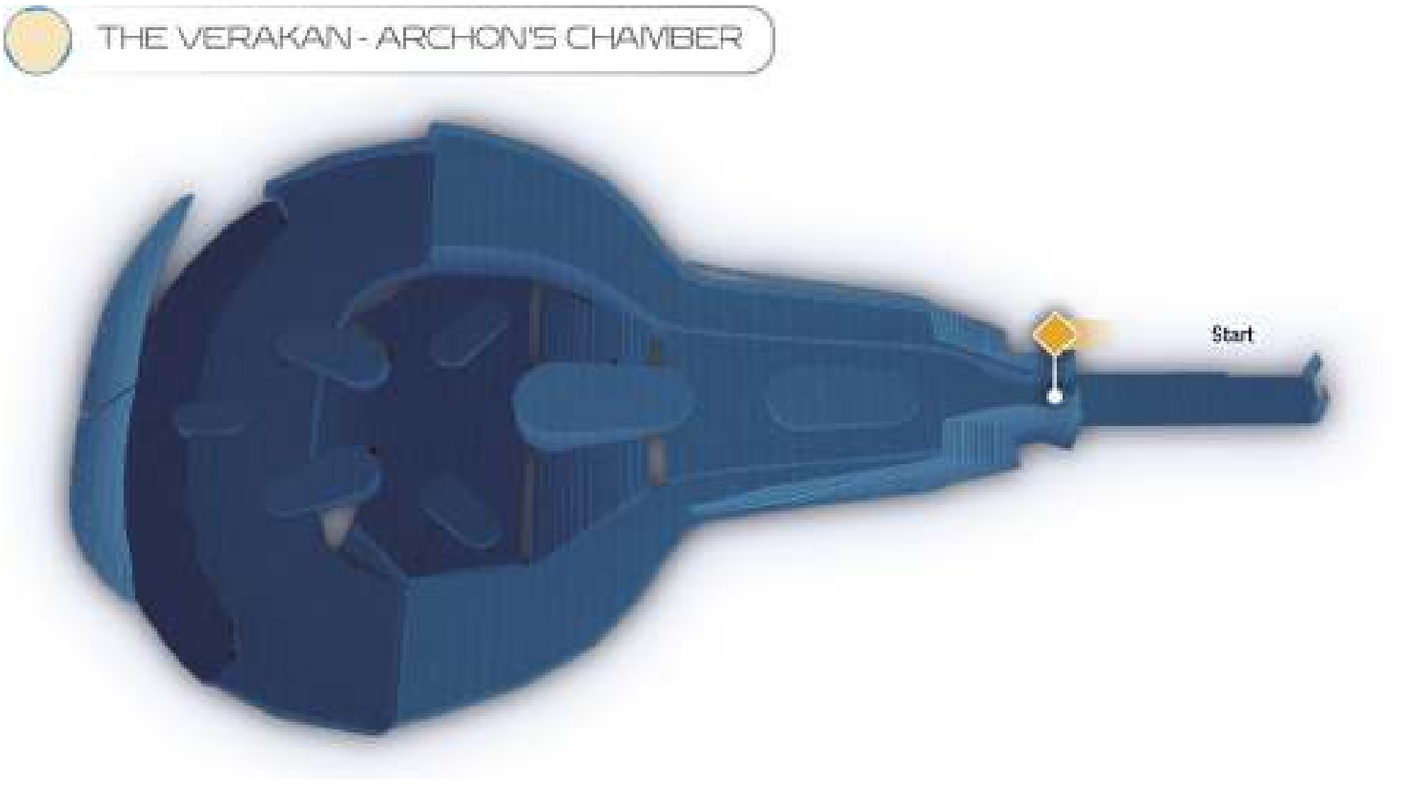
Jump down into the Maintenance Corridor and make your way through while searching the kett's common containers for items. At the north end, a Wraith awaits. Put it down and search the **large container** behind it, before proceeding west. Jump up and through an opening to your right, then take a left, which leads into the Antechamber. Open the west door to trigger a cutscene where you discover krogan specimens undergoing exaltation experimentation.

You finally arrive at the Archon's chamber. It's decorated with Remnant tech, which you can scan for the corresponding Research Data.

At the end of the room is a Remnant **relic**. Scan it, then examine it. A Behemoth is sent into the chamber.

BOSS ENCOUNTER–BEHEMOTH

This boss is an exalted krogan. The Behemoth is equipped with an electrical-field-generating firearm and has a high amount of armored health. Its gun's projectile is unique in that, upon reaching its destination, it explodes into a persistent damage field; anything it touches takes constant damage. The Behemoth can also charge into melee range with a devastating shoulder attack. As it has armored health, it's not susceptible to most biotic effects, but it's weak to fire and ice effects.



Watch out for the electrical spheres generated by its gun. Whenever your powers are recharging, shoot at its head (weak point). You can also "kneecap" the Behemoth briefly by firing at its legs and slowing it down.

Once you've whittled the Behemoth's health down to around 60%, a wave of Chosen kett swarm into the chamber. With the help of your squadmates, focus fire on the kett, then start working on the Behemoth again.

At 30% health, the Behemoth goes into a berserked rage, regaining around 30% of its health and gaining immunity to freeze and stun effects. Additionally, another wave of kett arrives. This group presents a much more difficult challenge, consisting of a combination of Destined and Chosen. Deal with the kett while keeping an eye out for the Behemoth's charge attack. After eliminating this wave of kett, finish off the Behemoth.

For more on **Behemoths**, see the Enemies chapter.

After defeating the Behemoth and exiting the chamber, a cutscene triggers, and you have to make a **key choice:**

KEY CHOICE: BATTLE ON THE ARCHON'S FLAGSHIP

a) Save the to-be-exalted krogan scouts on board.

b) Save the salarian Pathfinder.

(Your choice here determines who can/will support you in future events.)

The escape phase after this choice isn't affected too much (gameplay-wise). In both scenarios, you have to escape through a laboratory by defeating several waves of kett.

If you choose to save the krogan, Birtak joins. If you choose to save the salarians, you meet with Pathfinder Raeka, who joins you in the fight. If Drack is with you when you make this decision, he's not afraid to voice his displeasure (considering krogan and salarian history).

After the cutscene, you start at the east end of the map. Every kind of kett soldier you've encountered thus far swarms into the area. Immediately get into a fortified defensive position behind cover, then prioritize Wraiths, Chosen, Anointed, then Destined. When you wipe out the first wave, a door to the next section of the lab opens, letting in the next wave. Consider staying in the first room and opting for long-range attacks, taking out enemies as they funnel in through the narrow doorway.

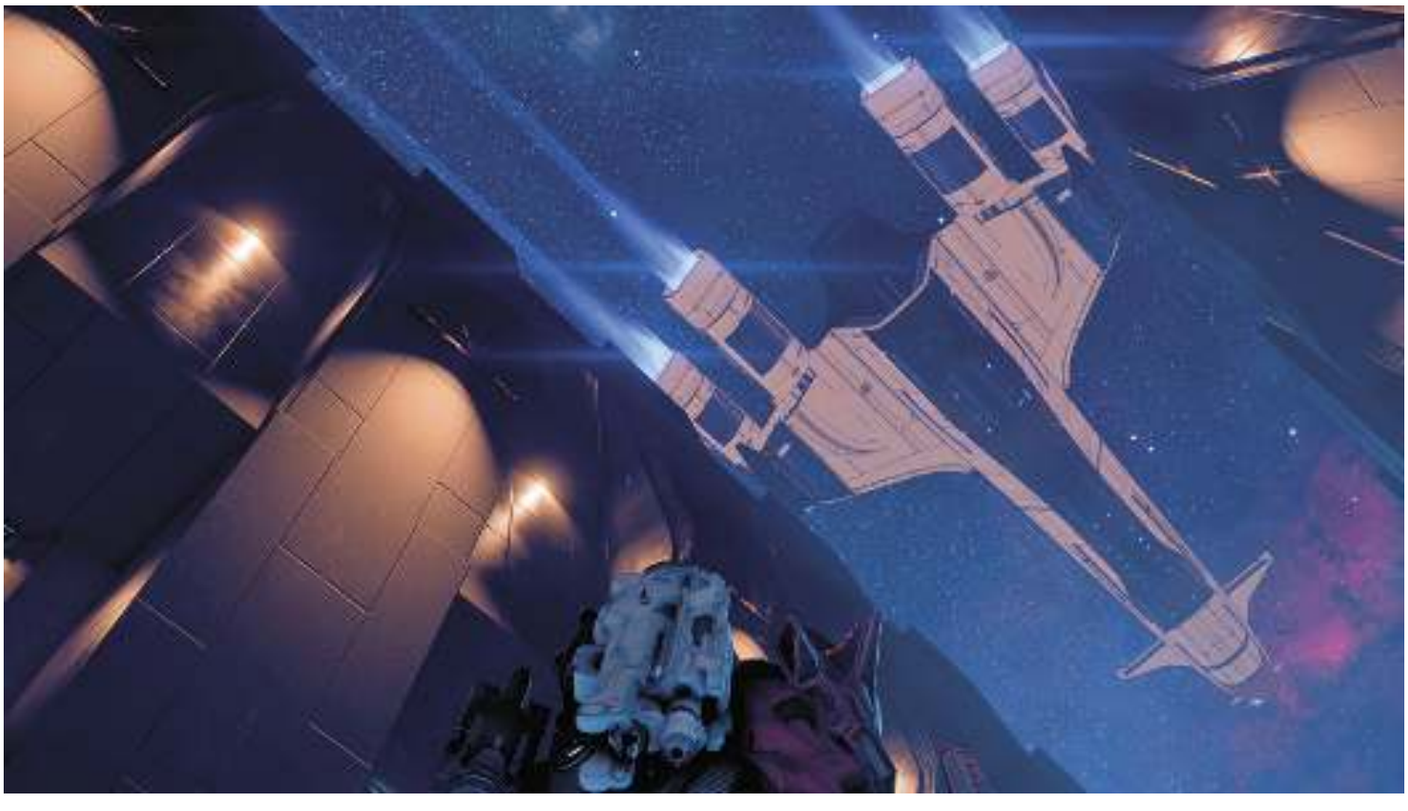
When you get to the final, larger room, you have to defeat an Ascendant in addition to more grunts. As with the Cardinal, stay on the move and dish out damage with weak-point bonuses and fire/tech combos.

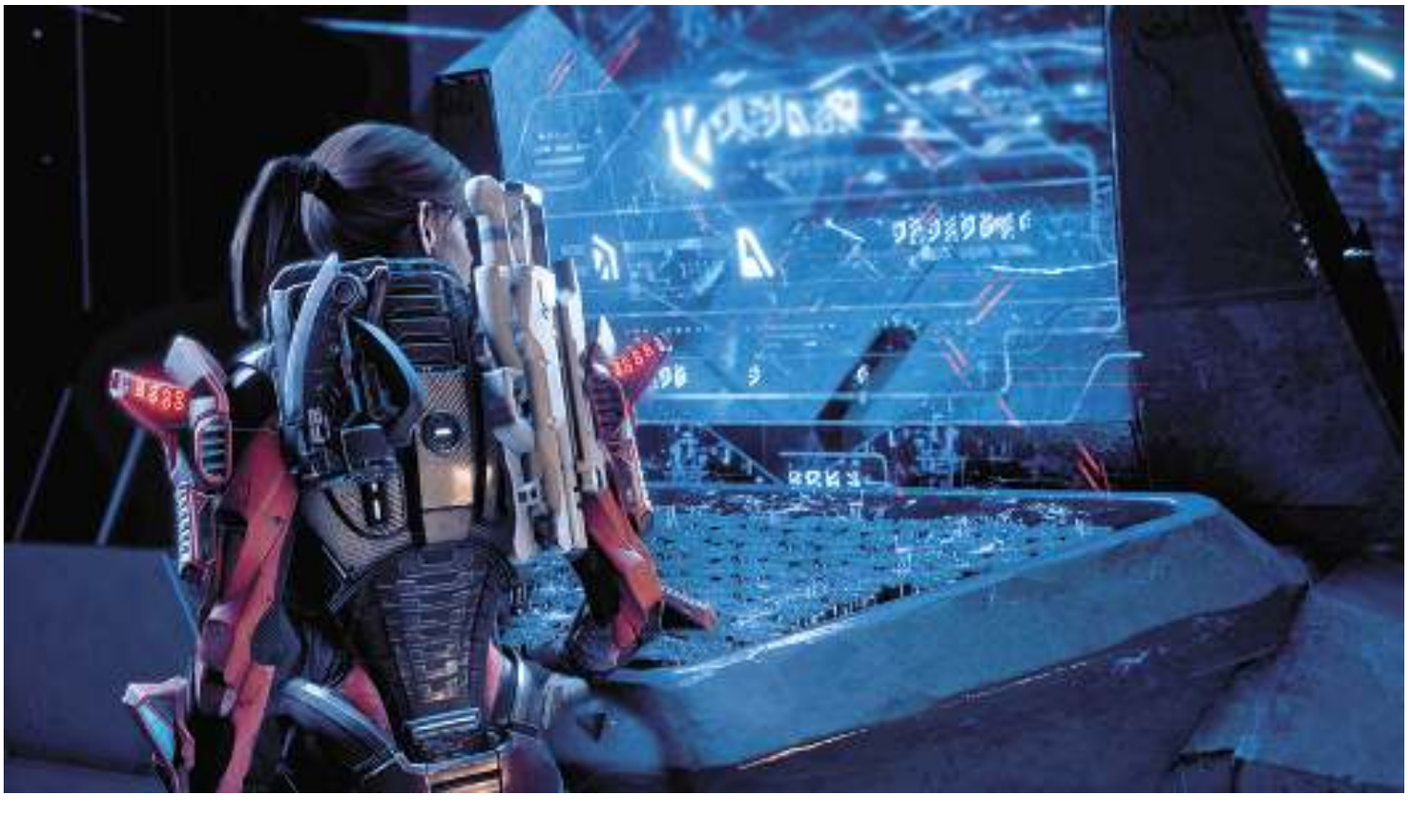
Defeating the Ascendant and kett allows you to activate the console, triggering an escape and a wrap-up cutscene touching on the results of your decision. This concludes "Hunting the Archon" and kicks off "**The Journey to Meridian**."

MASS EFFECT ANDROMEDA

Priority Ops

Mission 5: The Journey to Meridian





The Archon is heavily vested in a Remnant "city" called Meridian, but he doesn't have the knowledge or the power to activate it himself. With this in mind, Ryder believes this to be the Initiative's chance at eliminating the kett as a threat to the galaxy once and for all—by taking Meridian away from the Archon.

OPTIONALS CHECKLIST	
1.	Explore Elaaden, an entirely optional questing planet (For details, see the Secondary Ops chapter)
2.	Revisit the major hubs, the Nexus and the Hyperion, to undertake and complete side quests
3.	Activate vaults and shut down Architects
4.	Raise planet Viability; at this point in the game, it's possible to raise all five to 100% for a special reward
5.	Complete "Know Your Enemy" on Voeld

New Solar Systems

Dar'hegah

Faross

Kindrax

Shojaon

Togessan

Nexus/Hyperion/Tempest (Hubs) Side Quests

Life on the Frontier, Operations, Sid

The Firefighters, Tech Lab, Dr. Aridana

Contagion, Hyperion Habitation, Captain Dunn

Task: Investigating Embezzlement, Commons Area, Docks Worker

Task: Programming a Pathfinder, Cultural Center, Cultural Center Liaison

Task: Beer Run, Kesh's Office, Wilma

Truth and Trespass, Tempest, Kallo

Elaaden Side Quests

Aspirations, Sea of Ataraxia, Dirk Barrett

Conflict in the Colony, Paradise Sands (main mission chain)

Crisis Response, Flophouse, datapad

Dismantled, any Remnant site

Gray Matter, Paradise Sands, complete "The Mind of An Exile"

Hard Luck, Paradise Sands, Nora Tallis

Out of Gas, northeast of Remnant derelict ship, Hardy

Rising Tensions, New Tuchanka, krogan shaman

Save Dr. Okeer's Krogan Research, New Tuchanka, krogan geneticist

Task: A Flower for Kesh, New Tuchanka, Vorn (requires Drack Loyalty Mission completed)

Task: Cache Flow, scan Remnant device

Task: Infection, scan scavenger bodyguard

Task: Little Mouse, datapad

Task: Volatile, destroy explosive canister

The Flophouse, Scavenger Flophouse ("Misery")

The Mind of an Exile, Paradise Sands, Scavenger

The Rebel, Paradise Sands, Kent Halsey

The Search for Ljeta, New Tuchanka, Rorik

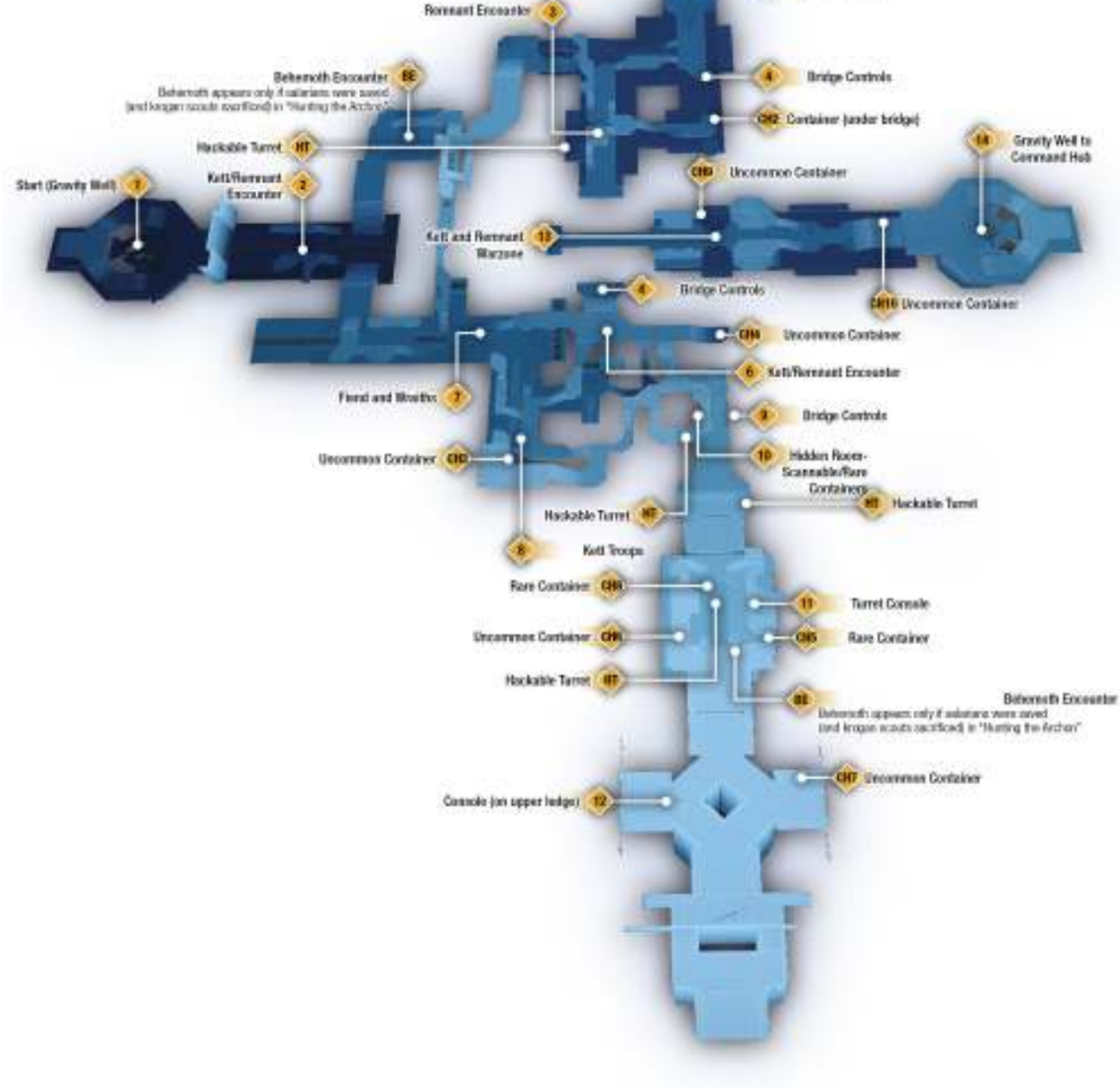
Water Supply, Flophouse, console

MEET WITH NEXUS LEADERS

The Nexus leaders don't agree with Ryder's plan in going after Meridian, fearing the risk of severe losses to the kett in an all-out war. However, the other Pathfinders trust Ryder and begin to make plans for a Meridian operation without the Initiative leaders.

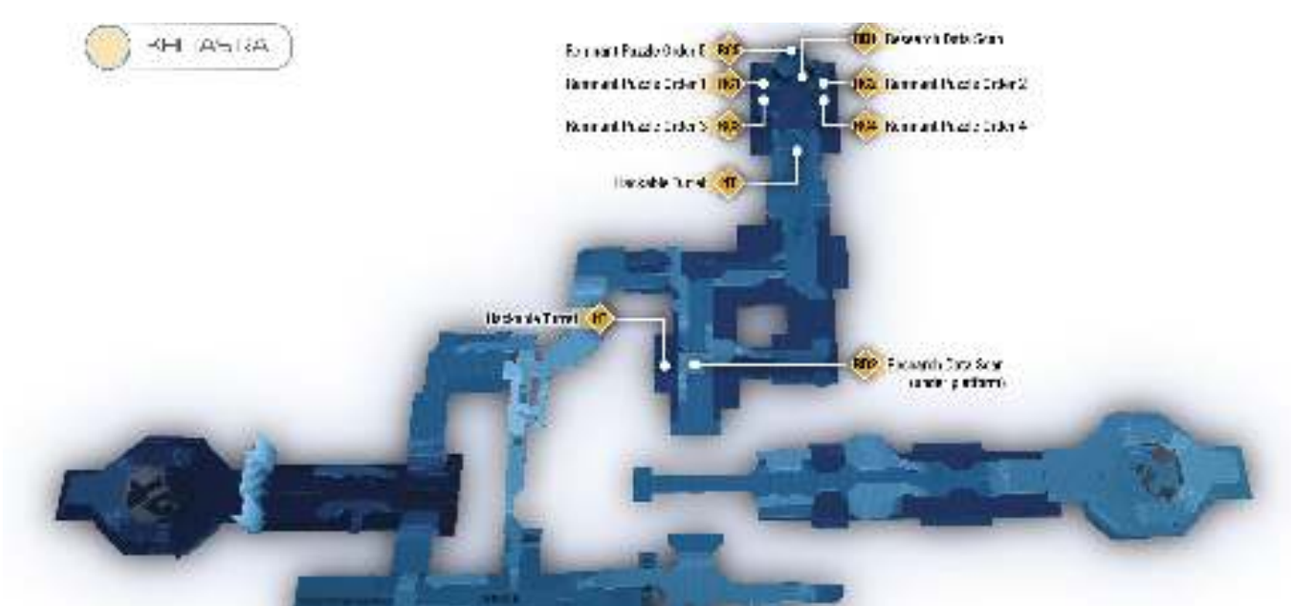
Meanwhile, your brother/sister awakens from cryostasis. The way this scene plays out depends on whether you checked on your sibling during the mission "Ryder Family Secrets." If you did, your choices concerning whether to be honest with your sibling while interfacing through SAM determine their responses to you here.

OPERATION GHOST STORM



DEAL WITH THE DEVIL

As this point in the story, you should have received a message from Raelis, an Angaran Resistance fighter who wants to speak to you on Voeld. This launches the mission, "Know Your Enemy," a quest chain that leads to an interesting key choice decision. If you haven't explored Voeld fully around this point in the story is a good time to revisit the wintry planet to help the angara with their kett problem. If you haven't yet, visit Techiix and complete "Remove the Heart," and while you're on Voeld, complete "Know Your Enemy" and its subsequent branch quests.



First, integrate Ghost Storm technology with the Tempest by interacting with a console in the Tempest's research center. Then start a crew meeting by using the Vidcon station. This mission can be started immediately after. Fly to Meridian using the Galaxy Map. Your destination is in the Civki system.

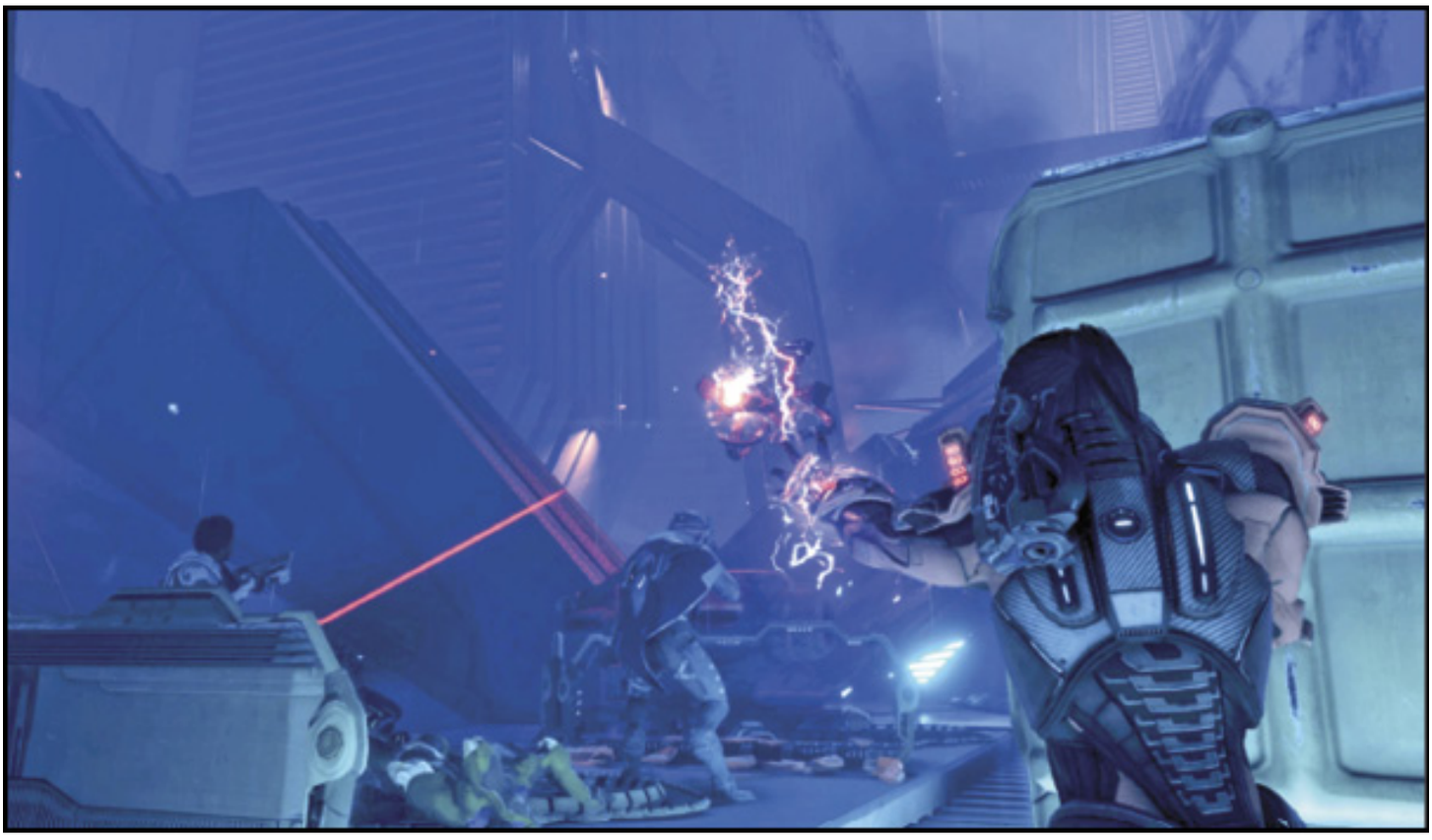
Upon landing in the Remnant city, find the console slightly east of your starting position to activate a bridge ahead.

Cross the bridge, open the door, then enter the room and interface with the console at the other end to trigger a cutscene featuring a view overlooking the colossal Remnant city. You are to investigate the two prominent towers in the city: one at the north end and one opposite, to the south. Both must be investigated. They can be visited in either order.

Use the Gravity Well to descend to the city's ground level. Up on the west side of the room is a **strange Remannt artifact** you can scan for some Research Data.

Next, when you leave out of the gate to the east, you're met by kett resistance, including Wraiths, Chosen, and Anointed. As usual, prioritize Wraiths and use cover to protect yourself against Anointed. After defeating the initial wave, a dropship arrives, deploying another wave of kett.

A couple of Observers join the fray as you cut through kett troops. Take them out with your anti-synthetic powers.



Continue east until you come to a divergence. You can use either path, since you need to interface with both Remnant consoles, north and south.

NORTH TOWER: EXPLORATION SECTOR

Follow the platforms heading north and east until you reach a Scourge-devastated area with a broken platform you can jump down from. From here, keep going east, then north, while avoiding the Scourge energy pockets. If you take the route south toward the next point **(3)**, Remnant Nullifiers, a **hackable turret**, Assemblers, and some Chosen appear, attacking you as well as each other. If you have Tactical Cloak, you can easily hack turrets to turn them into allies.

Hack the Remnant turrets on Khi Tashira by sneaking in behind them using Tactical Cloak.

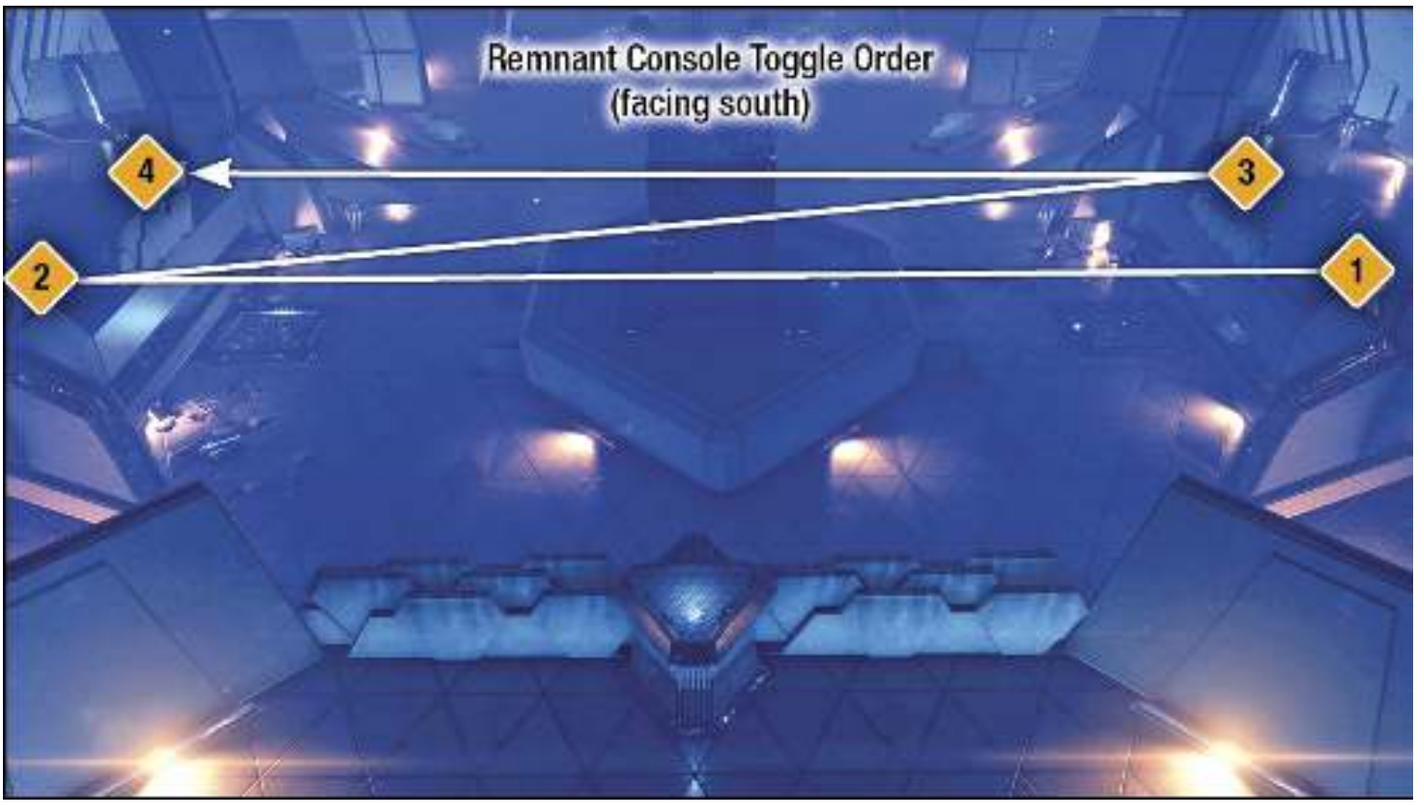
Defeat all hostiles, then activate the bridge **(4)** to link the north and south halves of the level. To the east is a giant, impassable barrier that can be disabled by activating both tower controls.

Make your way back northeast, through Scourge energy pockets, until you encounter another group of Remnant units, ranging from Assemblers to Nullifiers.

There's another hackable turret at the far north end, so plan to interface with the console behind it to make this encounter much more manageable. Interface with the Remnant console behind the turret to open the large door to the north tower (Exploration Systems).

In Exploration Systems, there's a rare Remnant **container (CH1)** you can search and a piece of Remnant tech **(RD1)** you can scan for 100 Research Data. Then climb up and interface with the console marked with the mission navpoint. Reroute the power to the console by interfacing with the four outer consoles in order—use your scanner to reveal clues for the correct sequence.

Complete the chain, then interface with the large console **(RC5)** to turn on the city's **flight control systems**. This activates some sort of standby for Remnant aircraft, but also attracts the kett. To make matters worse, Remnant security is activated, with several units deployed to your location, including the heavy-duty Destroyer. Take cover and eliminate weaker enemies before you fully engage with the **Destroyer**. Use the many barricades and multi-level aspect to stay safe! For details on the Destroyer, see the Enemies chapter.



BOSS ENCOUNTER–THE DESTROYER

The Destroyer is a heavy-duty Remnant construct built to…well, destroy. It has several modes of attack, each suited to a certain range. It's equipped with explosives to flush you out of cover, so you can't stay in one spot for too long. In this particular encounter, use the outer walkways to stay mobile and safe. Take out all the Nullifiers and Assemblers by ordering your squadmates accordingly. When the Destroyer is alone, attack its turrets. They're separate targets that, when destroyed, limit the Destroyer's offensive capabilities, while enhancing its mobility. Destroying both turrets reduces the Destroyer's maximum shields to 50%. From there, the Destroyer shouldn't be too much of a threat as long as you're actively avoiding its close-range energy domes and main cannon (**listen to its wind-up sound, then evade out of the way!**). Additionally, damage done to its turrets (as well as damage to its "open" cannon) counts as weak-point damage, so weak-point bonuses from Infiltrator profiles and Maverick armor apply.

Exit south, then head out to the south tower (if you haven't activated it already). As you leave, more Remnant are deployed to attack you. If you hacked the turret here earlier, it's still friendly, attacking hostiles.

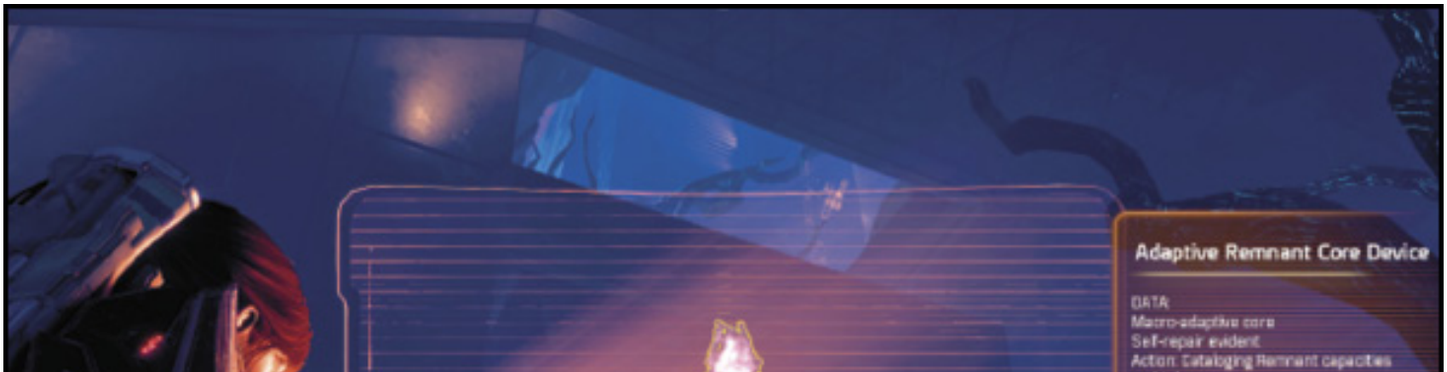
Proceed directly south to bridge controls. Interface with the console to extend a bridge. Unfortunately, it's broken. The bridge extends into the hazardous liquid, so use your jump-jets to get across. There's a hidden **container** inside the ferrofluid here. It may take some platforming work to jump on the small island so you can get close enough to loot the container.

Continue on to the south tower. Along the way, defeat any kett and Remnant. There's 100 Research Data you can earn, too **(RD2)**—underneath the walkway is some scannable Remnant tech. Now get to Core 17: Central.

If you've activated both tower systems, proceed east. Otherwise, south.

SOUTH TOWER: RESEARCH SECTOR

Just to the south of Core 17: Central is an encounter with several kett and Remnant, including Observers, Chosen, and Destined. You can go through **(7)** to fight a Fiend and Wraiths and then head to an encounter **(8)** with kett infantry. Use Remnant spawner controls to summon friendly Observers to help you fight **(SP1)**.

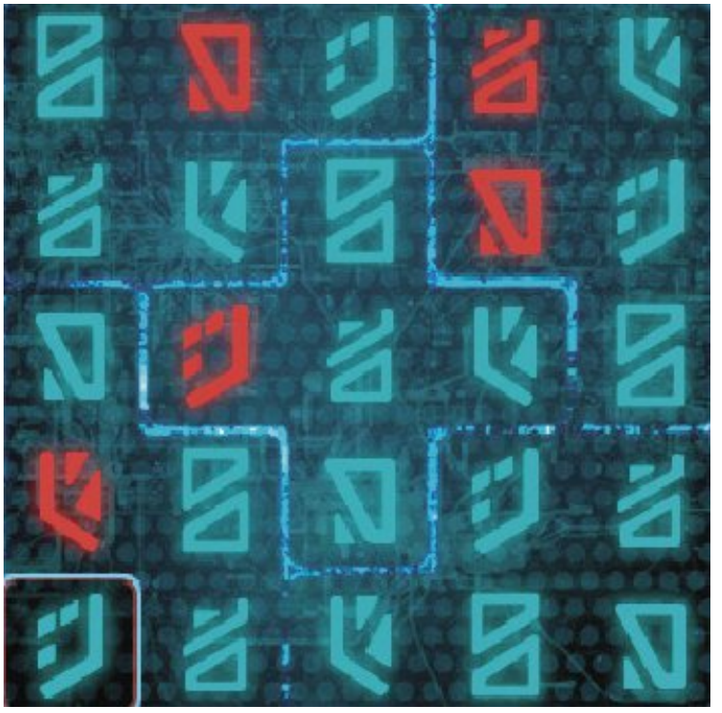


Loot enemies, containers, scannables **(RD3),** and mining nodes, then continue east.

Next, there's a **"secret" room** you can access by jumping down into an outcropping underneath the main platform **(9)**. Beneath is the hidden room, locked by a Remnant Decryption Puzzle that you cannot override with a Remnant Decryption Key. It can be an exceptionally difficult puzzle to solve (see the following solution if you get stuck).

Jump down to this platform to access a hidden room.

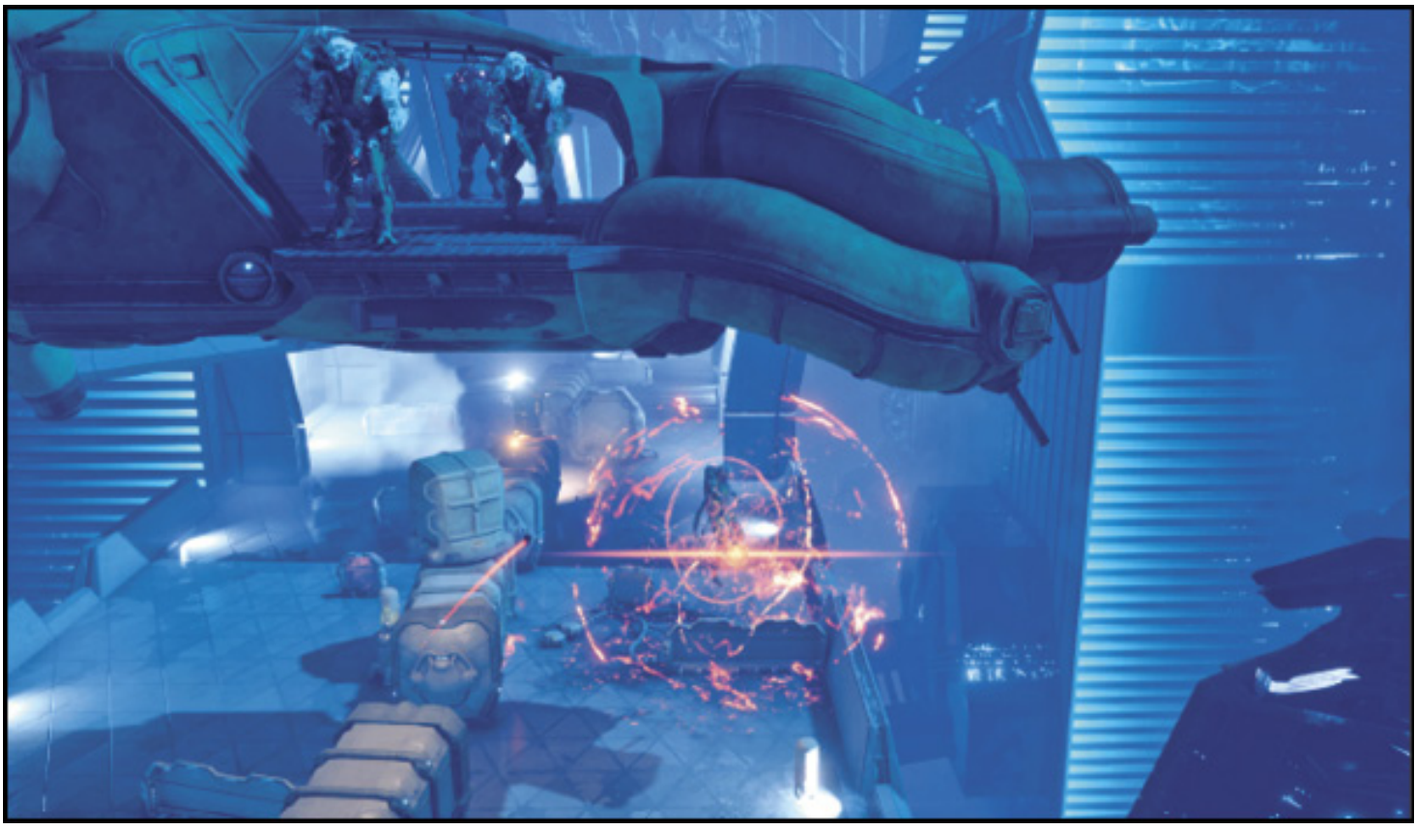
Solve the puzzle to open the door, scan the strange pod inside for bonus XP, then open the two rare Remnant containers. Jump on the roof of the hidden room, then jump back across to the eastern platform to get back up. Proceed to your destination in the south. You're ambushed by several kett Wraiths and Chosen. They shouldn't be too much of an issue; deal with them and open the door south to the research center.



Chosen, Wraiths, and Destined await in the research center. This encounter can be frustrating due to how many Destined are there supporting their allies. To turn the tides, interface with the turret using the console **(11)** on the ledge to the east. Then, on the opposite platform, there's a shield console that toggles damage barriers near the south door. It's highly recommended that you at least activate the turret and use it to your advantage to defeat the first wave of kett. A second wave consisting of Anointed kett and Wraiths is deployed afterward. This can be a particularly troublesome combination, as the Wraiths aggressively jump through your cover defenses.

Defeat the kett, then loot containers and bodies in the area before proceeding south to the Archives. Interface with the Remnant console for a cutscene. The truth about the angara is revealed.

After the cutscene, two patrolling Observers appear. Destroy them (just to make the next part easier), then jump onto the central platform, facing west. There's a Remnant console **(12)** on a high ledge to the west. You can perform an "air dash" to the ledge in order to access the console—sprint, jump forward, then evade toward the ledge while holding the Jump button to mantle up. Aim for the side of the console with your jump. Interface with it to open a large door to the east.



Enter the room to pick up some valuables: a Remnant **data core**, **container**, and a **scannable data pattern**. The room to the south contains a scannable tree for some Remnant Research Data. Upon leaving the Archives, you're greeted by an Ascendant kett and a dropship with Anointed and Chosen, all waiting outside. Focus on the Anointed first, then the Chosen, saving the Ascendant for last.

Evade the Ascendant's close-range orb attack or suffer!

CORE 17: CENTRAL

Return to the center of the city, to Core 17: Central, once you've visited both towers. There, you see a kett assault force, led by a giant Fiend, heading east into the Remnant structure. A large-scale battle ensures between the kett and the Remnant. You may have to take on the Fiend yourself, as the Destroyer is busy fighting the Chosen. To fight the Fiend on the narrow bridge, wait for it to charge you, then use your jump-jets to avoid it, while simultaneously turning around and firing at its exposed back.

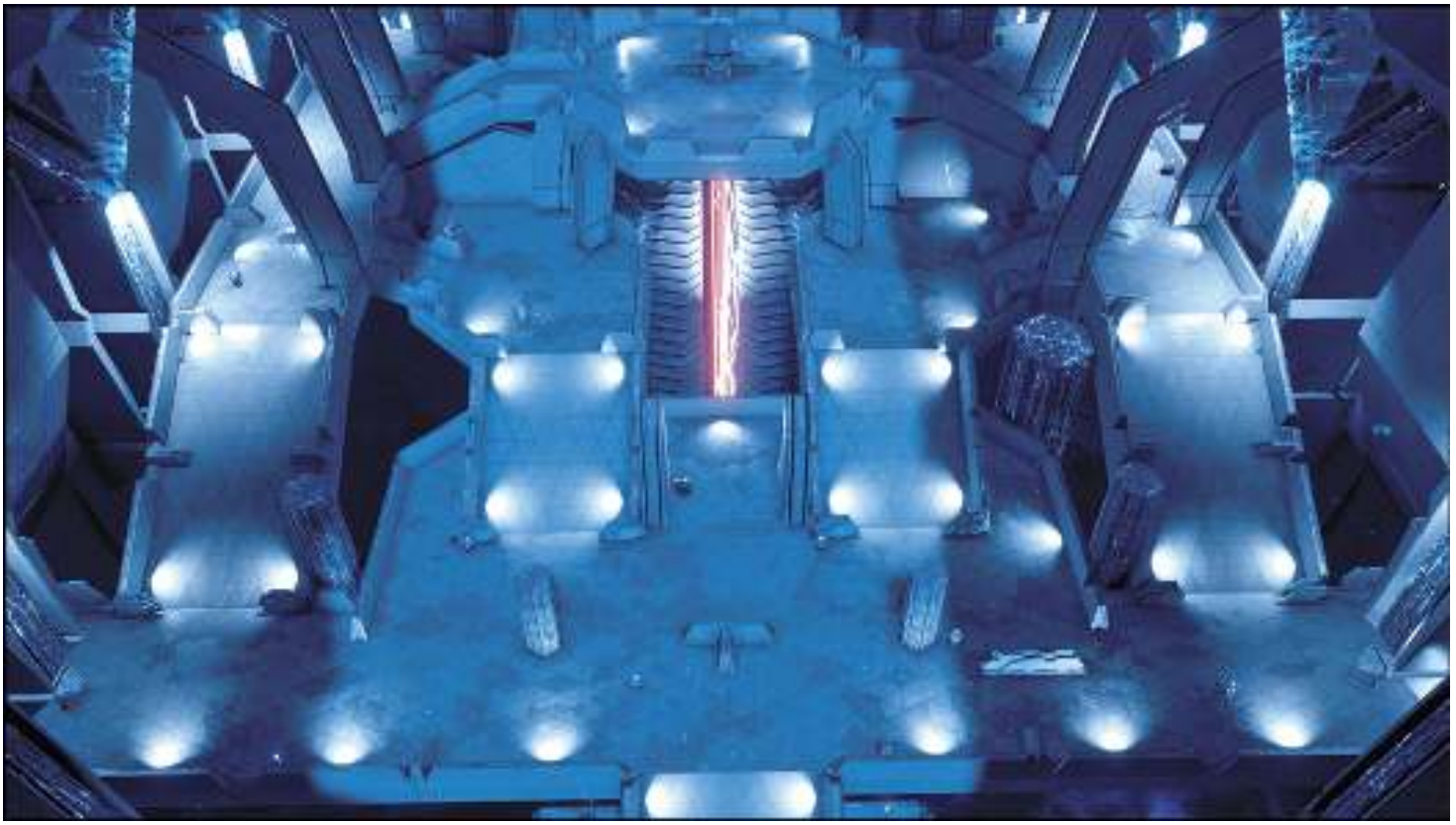
You should be safe from the Destroyer and other Remnant while kett remain, as the Remnant prefer to attack kett. Once the Fiend and Chosen are wiped out, watch out for the remaining Destroyer and Nullifiers.

Defeat them using tactics and tips outlined in the “North Tower” section, then continue east. Take out all Assembler units in the way, then search nearby containers and exit to the far-east Gravity Well room. Activate the well to ascend the Remnant city’s command hub.

There are no enemies yet as you approach from the west to the Remnant console perched at the top of the facility. Before you interface with it, look for the hidden **Adaptive** Remnant **Core Device(RD5)** beneath the console platform. Scan it, then activate the console for a cutscene where you activate the Remnant city's defenses to fend off the kett invasion fleet. A boss encounter soon follows.

BOSS ENCOUNTER–THE ARCHON'S SWORD

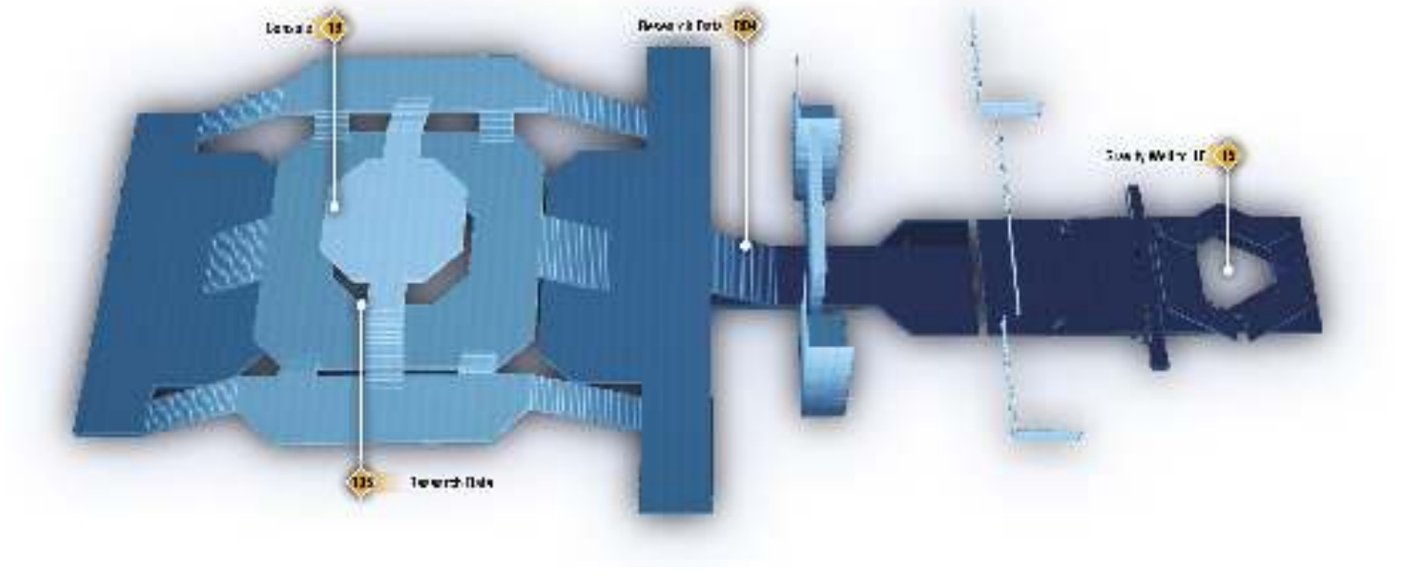
The Archon's Sword is an amped-up Destined-type boss. Although he alone isn't a particularly dangerous foe, this encounter is exceptionally difficult because of the sheer amount of waves of enemies you have to deal with. Similarly to the Cardinal encounter, the Archon's Sword summons waves of enemies at certain points in the battle (generally, after his shields are depleted and he cloaks out of view).



The name of the game here is survival. This encounter tests your multi-tasking maneuverability, especially on higher difficulties, as you need to be able to get away from Wraiths, hide from Anointed, and remove Chosen from the battlefield. Strong abilities for this encounter include Pull (with Radius upgrade), Singularity, Overload, and Tactical Cloak. Additionally, it's highly recommended that you have several disruptor ammo **consumables** on hand in order to deplete shields from both the Anointed and the Archon's Sword, which makes them vulnerable to Pull and other disabling **biotic** effects. Incendiary ammo is recommended for burning down the Fiend.

Watch out for the obfuscating cloud trail to determine the Archon's Sword's position.

Detonate an electric-based tech combo by priming a burning Fiend with disruptor ammo, then detonating with Overload.



Keep high ground and cover as best as possible against the Anointed while using chokepoints to set up combo detonations, Omni Grenades, Pull, or a well-placed Singularity. The third wave of enemies includes a Fiend, which is likely the most difficult part of this encounter. Depending on how well-suited you are at dealing armor damage, it may be best to focus on other enemies (including the Archon's Sword) before tackling the Fiend.

After finally defeating the Archon's Sword, a cutscene plays out, concluding "The Journey to Meridian" and launching the final mission, "**Meridian: The Way Home.**"

MASS EFFECT ANDROMEDA

Priority Ops

Mission 6: Meridian–The Way Home

The Remnant city (known as Khi Tasira to the kett) was only a control station for Meridian. Meridian is revealed to be a massive, shell-like “planet” developed by an enigmatic species of ages past—and the Archon threatens taking control of it.

ACTION CHECKLIST	
1.	Gather Scourge Data using the Galaxy Map interface
2.	(Optional) Prepare for an arduous final battle
3.	Revisit Khi Tasira
4.	Pursue the Archon on Meridian

Speak with Suvi, then explore the Galaxy Map and collect Scourge Data Capsules. This is also a good time to explore the rest of the galaxy, accruing Viability and resources. Refer to the **Heleus Cluster** chapter.

Next, examine the Scourge Data with the terminal on the bridge. Suvi explains that the data can be used to override the dormant Remnant fleet, giving them a flight vector straight to Meridian.

Use the Galaxy Map interface to set a return trip to Khi Tasira (what was once thought of as Meridian), in the Civki system.

Confirmation "warning" dialogue appears, explaining something of a "point of no return," although *most* side missions can be continued once the main Priority Ops missions conclude (incomplete Hyperion-related missions may be lost at this point).

MISSING PATHFINDERS AND DISSENSION IN THE KETT RANKS

Before you progress past this point of no return, it's highly recommended that you've exhausted and completed the objectives in the Allies and Relationships mission, "Missing Arks." Following the leads to these arks allow you to recruit and rescue the Pathfinders from Ark Natanus (turian) and Ark Leusinia (asari). These leads open up "Turian Ark: Lost But Not Forgotten" and "Cora Harper: Asari Ark." If you haven't completed these quests, do so before you launch into the final operation. Another quest line to consider completing before the final mission is "Know Your Enemy" in the Resistance Headquarters on Voeld.

For additional information on the results of completing these quests, you can read ahead deeper into this chapter (if you don't mind the spoilers).

POINT OF NO RETURN—HYPERION MISSIONS

Before you commit to the final mission, make sure to save your game, just in case. You may also want to clear out your journal for missions related to the Hyperion, such as "Station Sabotage."

FINAL MISSION PREPARATIONS

The following tips apply to all difficulty settings, but should be major considerations if you're playing on Hardcore or Insanity.

- Complete vault and Architect battles to obtain special Fusion Mods that drastically enhance your powers. For instance, completing the Kadara and Elaaden vaults rewards you with the Fusion Mod of Rapid Deployment (+50% All Power Recharge Speeds) and Fusion Mod of Rupture (+25% Weak Point Damage), both incredibly powerful. The negative properties on these mods can be halved with the **Fusion Mod Support** perk. For details, see "Fusion Mods" in the Game Mechanics Glossary.
- Bring several stocks of **elemental ammo**. At the very least, have a healthy supply of **disruptor ammo**. If you're heavy into the combat skill group, consider bringing all three elemental types and at least three weapons. Before a major battle, preload each weapon with an ammo type so you can swap to the desired damage type on demand.
- Consider using the Re-Spec Station to refine your power build. Unlock specific profiles useful for your play style, making sure to switch between them when the situation calls for it.
- Use **Research and Development** to create augmented weapons, fitted with the **Shield Disruptor** augmentation. This augmentation provides an extra 25% damage boost to shields while your weapon is enhanced with disruptor ammo. It can be purchased for only 50 points of Remnant Research Data. Alternatively, craft or find a Remnant-

based particle weapon that can be swapped to take out shielded foes.

- Craft or purchase some **Maverick** armor (can be purchased from the Armor Merchant in Kadara Port). You don't need to go full Maverick, but a helmet to increase weak-point damage can considerably amplify the Infiltrator profile bonus.

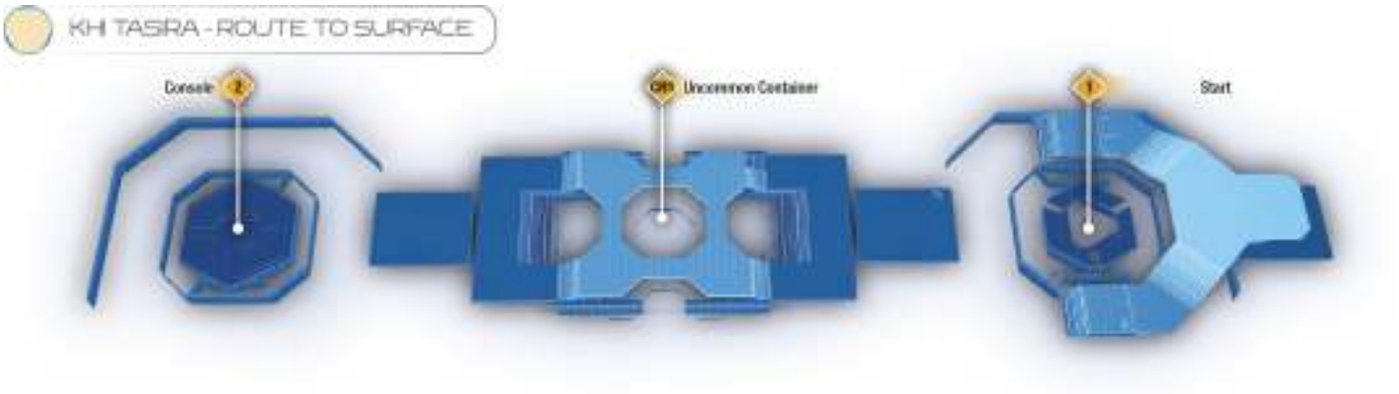
RECOMMENDED POWERS AND UPGRADES

EMP Overload (Rank 6) is useful against the amount of shielded and synthetic enemies you're going to face.

Sticky Grenade (Rank 4 Omni Grenade) is excellent for delivering high burst damage easily and is recommended for one of the final enemies.

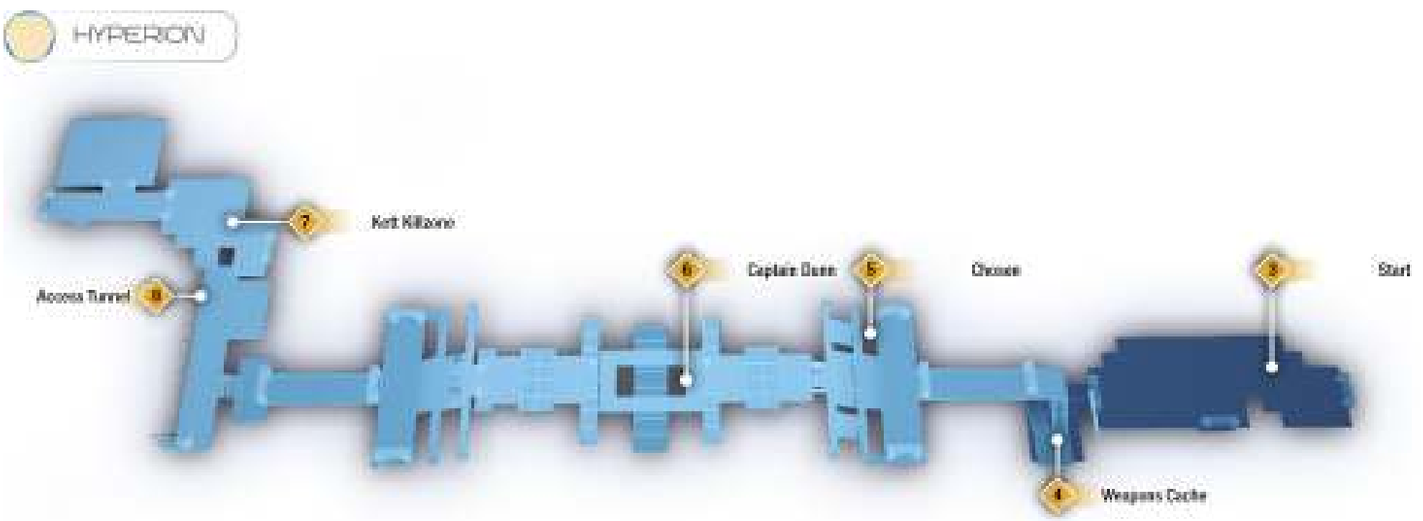
Combat **Cloak (Rank 6 Tactical Cloak)** is one of the best defensive and offensive tools in the game. It multiplies your damage and gives you freedom to maneuver around the battlefield.

Charge can be used for added mobility in the final encounter. Use it to restore shields while traveling quickly across the battlefield and away from the boss's "danger zones."



Your first encounter in Khi Tasira is with a handful of Remnant defense units. Unlike previous Remnant encounters, these are immediately hostile. Enemies include Observers and Nullifiers. Search the destroyed Remnant and any containers in the area (including **(CH1)**, in the middle of the battle room), then continue to the next room to the west.

The Archon has not only begun an assault on the Hyperion, but he's also compromised and infiltrated Ryder's connection with SAM. It's up to the sibling to reboot the connection.

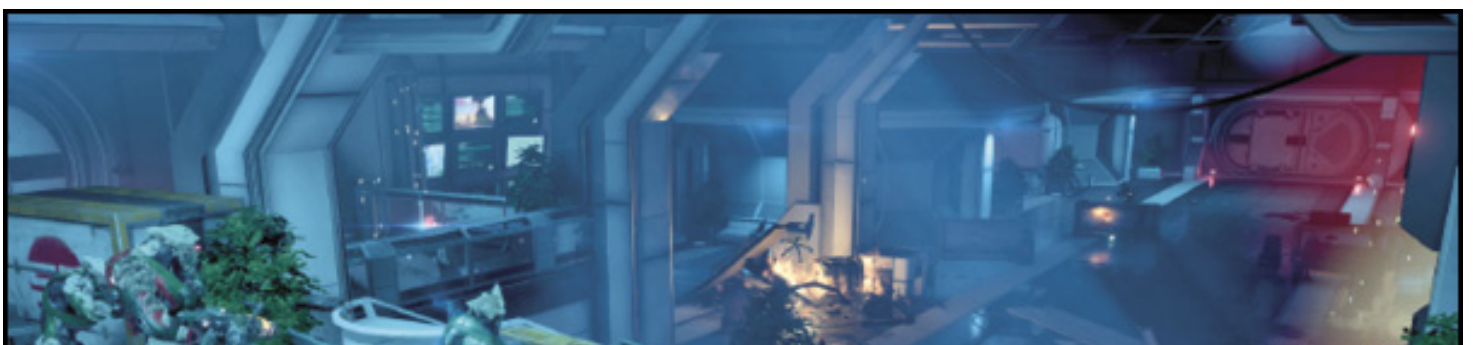


This next segment you play as the Pathfinder's sibling. SAM contacts you (the sibling) and warns of the Archon's plans to access Meridian through the twins and their SAM implants.

Travel west down the Hyperion and arm yourself **(2)** on the way. Keep going until you encounter two Chosen taking a fortified defensive position behind some crates.

As Ryder's sibling, you only have access to a pistol and a frag grenade. Use your grenade, followed by a few headshots to take out these two **kett** troops. Continue up the stairs and into the next hall to **store** ammo, health, and grenades. Open the door ahead to find Captain Dunn under fire from a couple of Chosen. Help her, then follow her to reach the maintenance access tunnel.

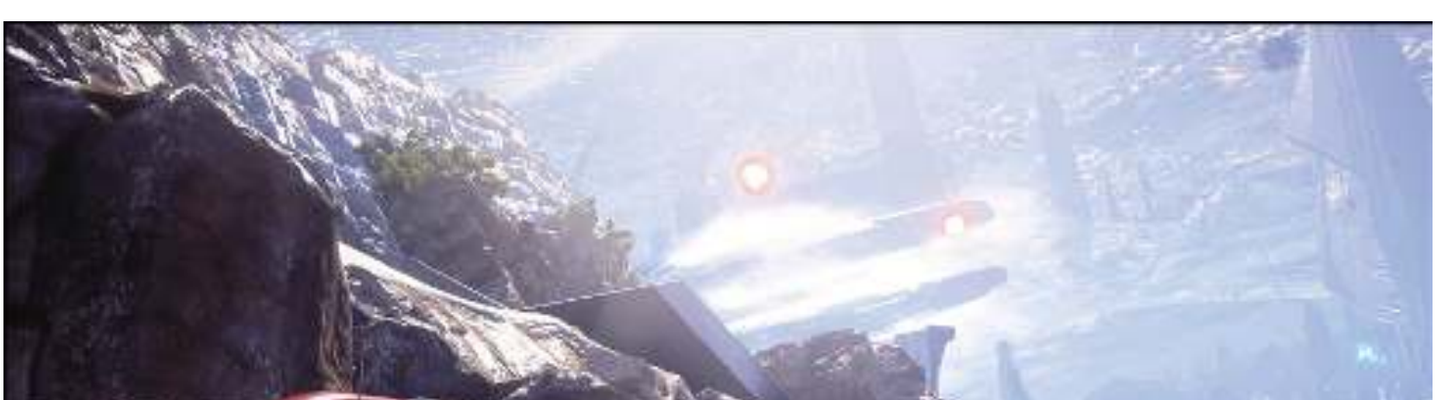
A **kett** outfit has set up a kill zone here. Don't bother fighting—run north and break left to get into the maintenance tunnel while Captain Dunn provides a distraction.



Get to the command center room to the northwest and use the console to send a reset signal to reboot SAM's connection with the Pathfinder. Unfortunately, this results in the sibling's capture.

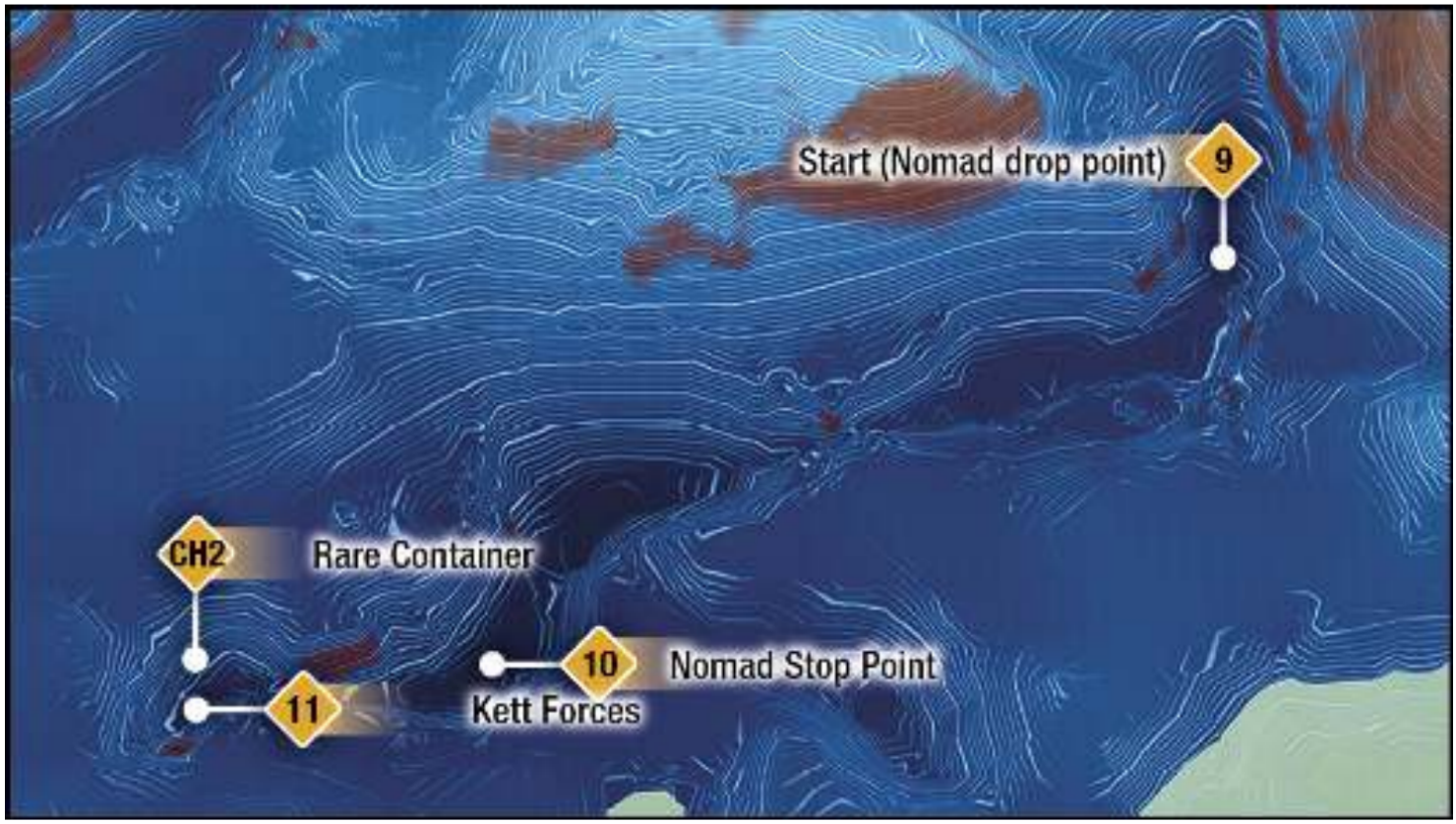
You're back in control of a revived Ryder. Muster your remaining strength and force an interface with the Remnant console to open the door.

Make your way back to the Gravity Well to transport yourself to a docking bay. Exit south for another cutscene. While the Archon dealt a devastating blow, a weakened Ryder confidently summons a fleet of Remnant ships to aid in the inevitable war.



FINEST HOUR

Back on the Tempest, you can speak to your crew before launching the main story's final mission. Note that this section on the Tempest still counts as a mission in regards to saves (no manual saving, only autosaved checkpoints).



Open the door to the bridge to kick off the final mission with a cutscene (following the Loadout interface). An epic space battle between **Remnant** and **kett** ships ensues.

In a brilliant tactical move, Kallo pilots the Tempest along the Scourge, weaving a hazard wall used to deter the **kett** pursuers. Then a course is set for Meridian, and the **Nomad** is hot-dropped on Meridian's "interior surface."

Your objective is to drive southwest, down the massive canyon. There's no real danger, so enjoy the ride and the scenery.

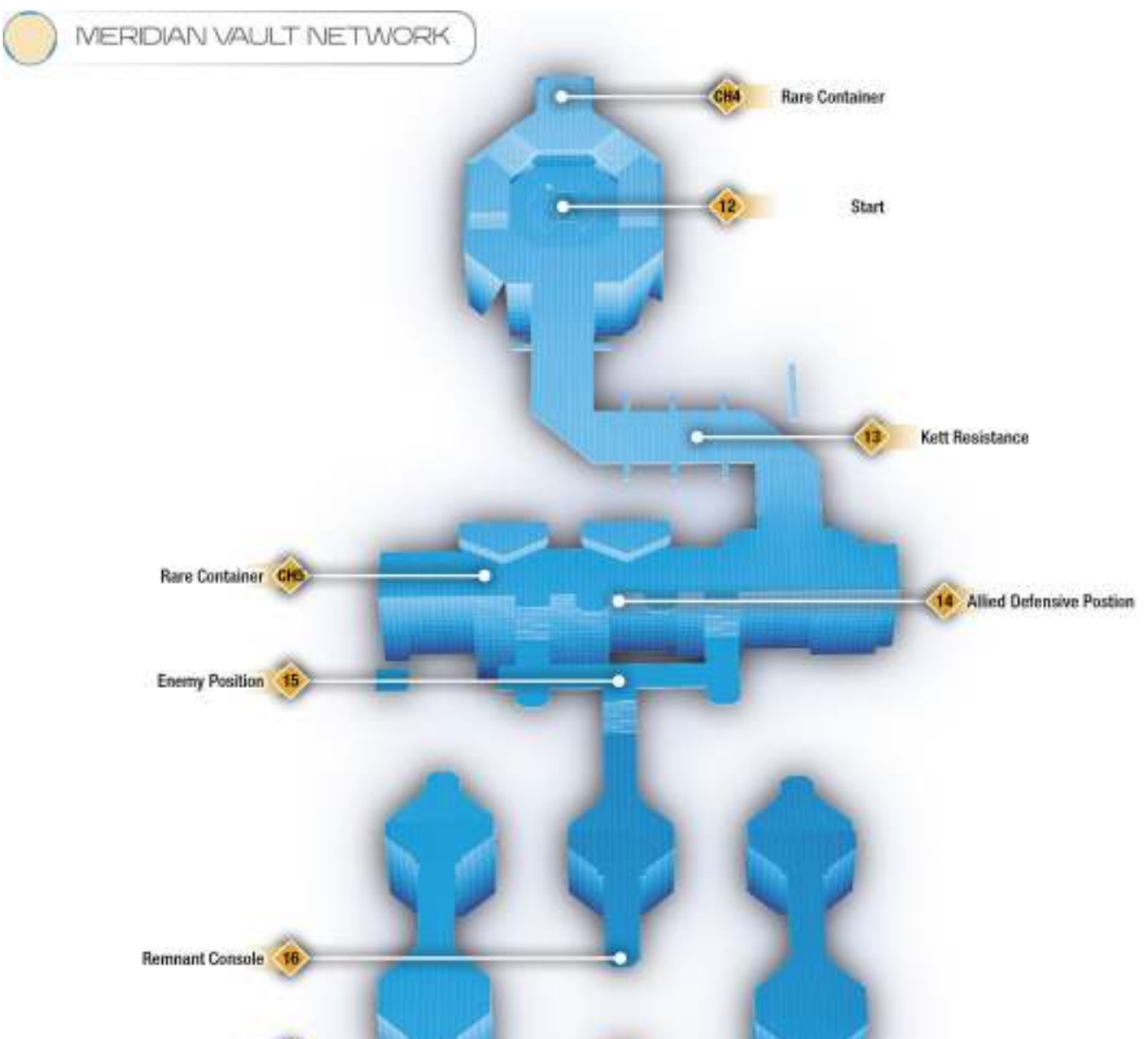
The Nomad breaks down **(10)** eventually, forcing you to traverse the rest of the distance on foot. Prepare to meet kett resistance here **(11).**

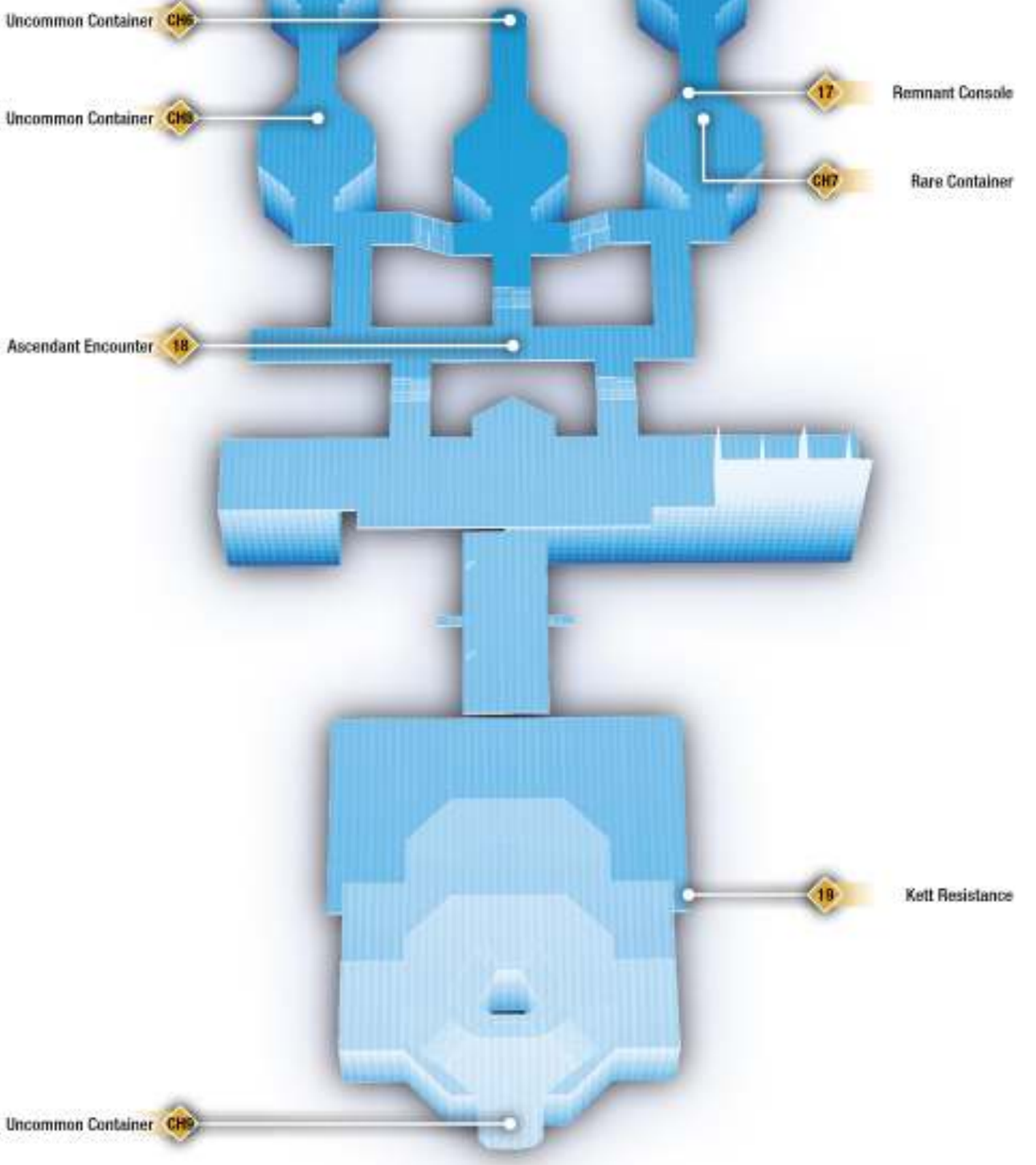
On an upper platform to the west is a **rare kett container (CH2)**. Vault up the ledge and search it, then begin cutting through the kett troops to the southwest.

The kett here consist of several Anointed and Chosen. Use the blockades for cover, methodically prioritizing Anointed with Overload and Energy Drain, then taking out the Chosen with biotic powers.

After the initial wave, reinforcements arrive to help you (who arrives to help depends on your choices throughout the game). In addition, any Pathfinders you've helped along the way (such as in the quests, "Turian Ark: Lost But Not Forgotten" and "Cora Harper: Asari Ark") make an entrance to help you out in this final culmination with the Archon.

Defeat the rest of the Anointed and Chosen troops, then search the bodies and containers in the area (there's another **rare container (CH2)** nearby). Now enter Meridian control. Those who came to support you guard the entrance while you pursue the Archon.





Once inside, interface with the nearby Remnant console to reveal a Gravity Well. Take the Gravity Well down, deep into the Meridian vault. Here, expect to encounter heavy resistance of all kinds, both kett and Remnant. Fight through a few Chosen in the hallways here **(13)**, then continue to make your way south through the massive vault.

Exit the hall into an open area consisting of large platforms, where you must defeat a squad of kett Destined, Chosen, and Anointed. Use the high ground **(14)** to your advantage. Biotic powers are effective here. For instance, use Throw and other biotic combo detonators to knock unshielded enemies off into the abyss below.

After you clear several enemies, two additional kett dropships arrive to deploy kett reinforcements. Continue fighting, and Remnant defenses show up to help with the army of kett (they're hostile to you as well).

After clearing the area, search for containers **(CH5)**, then proceed south to a Remnant console **(16)**. Interface with it to enable a bridge leading east. Cross the bridge, then make a right, going south until you reach another bridge-enabling Remnant console.

Interface with it to raise a bridge to the west. Cross, make a right, and search the **container (CH6)** here, then keep on with your trek through the vault, going south into a large auditorium-like room.

This next encounter involves a fight with several high-ranking kett, including Anointed, Destined, and an Ascendant—all while you have a low-ground disadvantage.

Your goal should be to slowly inch your way forward, through either the east or west path, while prioritizing Anointed enemies at range. Birtak/Raeka joins to help you at this point. Issue squadmate commands accordingly, leaning toward the Regroup command to keep them close to you.

Take care not to get pinched between groups of enemies. Ignore the Ascendant for the most part, focusing your efforts on the Anointed, then the Destined. Tactical Cloak is recommended here. If you hear an Anointed begin to wind up its gun, activate your cloak to get into a safe position. And remember, weak-point bonuses from Infiltrator profiles and Maverick armor work excellently against the Ascendant's Orb.

Eliminate the Ascendant, then search the area for containers **(CH7)** and items before proceeding south, which triggers a cutscene. Captain Dunn selflessly puts herself in danger to save her crew as the Hyperion crashes into Meridian.

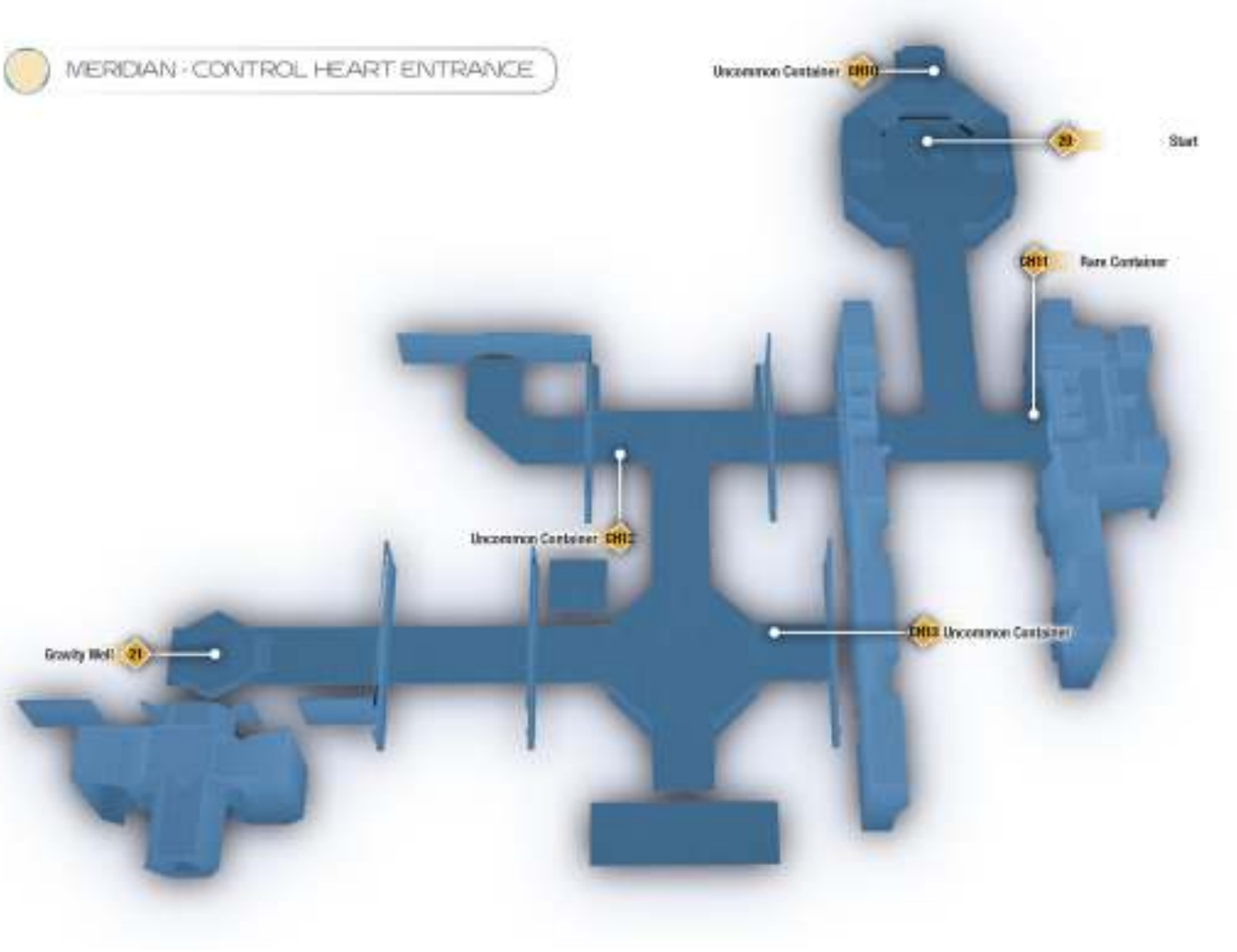
SAVING CAPTAIN DUNN: REACTIVITY POINT

A significant event occurs here regarding the fate of Captain Dunn. If you completed Cora's Loyalty Mission (finding the Ark Leusinia, recruiting an asari Pathfinder) AND convinced Avitus into becoming the turian Pathfinder during "Turian Ark: Lost But Not Forgotten," Captain Dunn survives her finest hour.

After the cutscene, you face even more kett forces at the southern end of the vault network. This room is filled with Chosen, Anointed, Destined, and eventually a **Fiend** and Remnant **Destroyer***at the same time*. Unfortunately, you also begin with a ground disadvantage, so use caution before engaging. As usual, keep a lookout for Anointed while you kill off the weaker Chosen. Stay mobile or use Tactical Cloak to hide from danger, and order your squadmates to protect your flanks or to set up a defensive posture behind cover.

When the Fiend and Destroyer join the fray, the fight becomes particularly tricky. Try to situate yourself around the outskirts of the battle area. Essentially, you want the Remnant and kett to fight each other. You especially do not want the Destroyer to target you if you can help it! Stay mobile and use Tactical Cloak and any other defensive measures when you have to, all while prioritizing enemies accordingly. The Destined are annoying, but don't worry about them unless they reveal themselves (or if you're highly specialized in firearms, which allows you to destroy them with gunfire while camouflaged).

After the area is clear, search bodies and containers **(CH9)** for items, then use the Gravity Well to continue to the final area to confront the Archon.



The entrance pathway to the Control Heart is decorated with non-hostile Observers. A path is laid out for you as doors open and close, shepherding you to your destination. There are containers you can search on the way as well.

At the end of the area is a Gravity Well. Use it to transport yourself over a breathtaking view around the heart of Meridian.

Search the **container (CH15)** behind you, to the north, then proceed all the way south when you're ready for a final confrontation.

THE ARCHON AND THE ARCHITECT

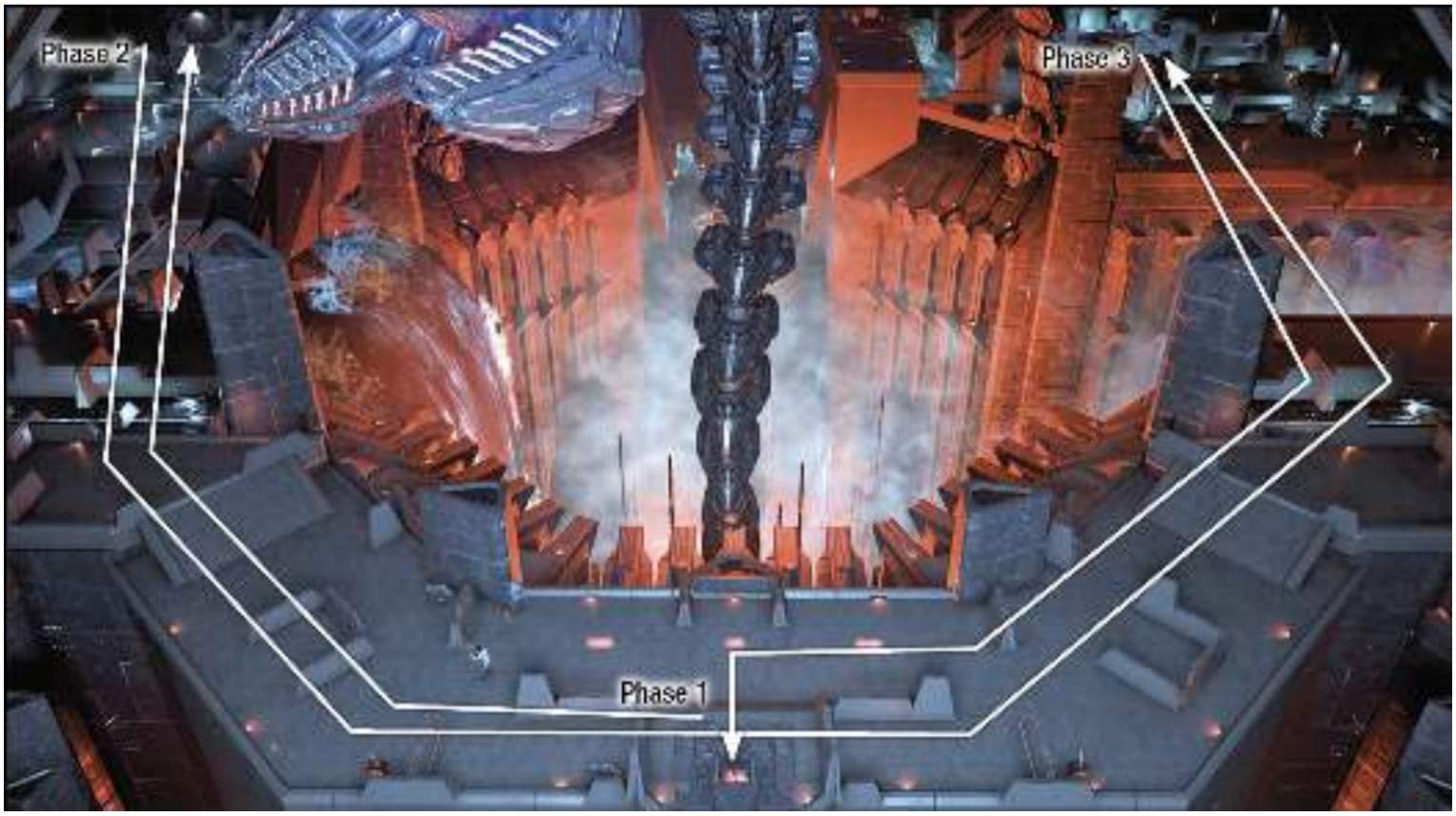
Before the final encounter, you have to deal with an Ascendant-led **kett** assault on the upper ledge of the room.

Surviving the assault can be difficult here, as you're overwhelmed with all sorts of **kett** infantry barreling down the narrow platforms.

Use the map provided for a bird's-eye view of the battlefield. Plan your defense and your target priority, and use the supply crates when necessary.

Eliminate all enemies to trigger a cutscene, transitioning the confrontation into a final encounter with a drastically different platform layout.

The Archon has interfaced with an Architect, thanks to his control of SAM. With your sibling's help, you need to stop him. Your primary objective here is to disable power relays to weaken the Archon's connection with the Architect. Your sibling helps by calling out (conveniently through your shared SAM connection) which consoles to interface with to make progress.



FIREPOWER OF THE ARCHITECT

The main danger throughout this encounter is the Architect's primary maw cannon. The Architect readies its attack with a telegraph. Watch for the electrical distortion field it generates, and evade away from the area to avoid its devastating energy blast. In addition, and perhaps most important, is the fact that the blast leaves behind an electrical cage, frying anything inside. This means it can turn small areas into hazard zones, forcing you into compromised positions as you maneuver around the battlefield. It also penetrates cover, so don't get too comfortable in any one spot.

The Architect's rapid-fire tentacle cannon.

A cluster of sticky grenades launched from an Architect tentacle.

The Architect's primary method of attack, through its gaping maw.

The Architect is also equipped with two specialized tentacle weapons: one is a rapid-fire plasma "rifle," and the other tentacle fires high-damage grenades. These attacks are extremely deadly. The rapid-fire cannon, unlike the energy beam attack, can be blocked by cover. The grenades are highly dangerous and should be evaded or "air-dashed" away from immediately.

THE ARCHITECT–PHASE 1

Remnant units spawn on your way to the navpoint. Enemies include an Observer, Assemblers, and a Nullifier in the west end. Take out the Assemblers first behind the safety of cover, but also stay alert in case the Architect winds up its "megaflare."

After you clear the first group of Remnant, another group warps in to the north, including multiple Nullifiers, Assemblers, and Observers once again. The Nullifiers can be a major annoyance, so focus on the Assemblers first to prevent them from spawning Breachers. Keep your squad near you, ordering them behind cover at the south end, then work on the suppressing Observers, and finally clean up the Nullifiers (**all while staying out of the Architect's energy blast!**). Once you reach the relay to the northwest, fortify and defend the position while your sibling works on hacking the Architect's conduits.

CALLING IN A FAVOR

Throughout this encounter, your non-active squadmates come to your aid. You won't be able to command them on the battlefield, but every little bit helps!

When notified by your sibling, begin to deal damage to the Architect's targetable head conduit. Dealing enough damage to the conduit disables the Architect temporarily (although before it's actually disabled, it fires off an energy beam).

When the power relay console is ready, interface with it to continue to Phase 2.

Traversal to the central section has been cut off by a river of ferrofluid. Your sibling directs you to a console in the westernmost part of the area. Interface with it to raise platforms you can use to cross (triggering an Architect mouth beam).

After you cross to the south section, several Remnant reinforcements, consisting of Observers and Assemblers, are warped in, assaulting from the east. Get into cover and keep an eye out (or ear out, since it also prefaces its attacks with distinct audibles) for the Architect's attacks.

Defeat the first few Observers and Assemblers, but don't overextend too far east, as another group of Remnant appears, including Nullifiers. Take them out as you approach the east section. Then, when you arrive at a gap between platforms, the Archon sends more Remnant units for you to deal with (to your left). As you wait for your sibling to bridge the gap, defend yourself using the cover nearby.

Your goal here is to simply survive. This is likely the most difficult part of the encounter, as there's a seemingly endless supply of Remnant and not much room to maneuver. Furthermore, you desperately need to watch out for the Architect's rapid-fire and grenade attacks. When the Architect is vulnerable here, either throw all your resources into disabling it (such as Sticky Omni Grenades), or withstand its attacks while dealing with the destructible Remnant.

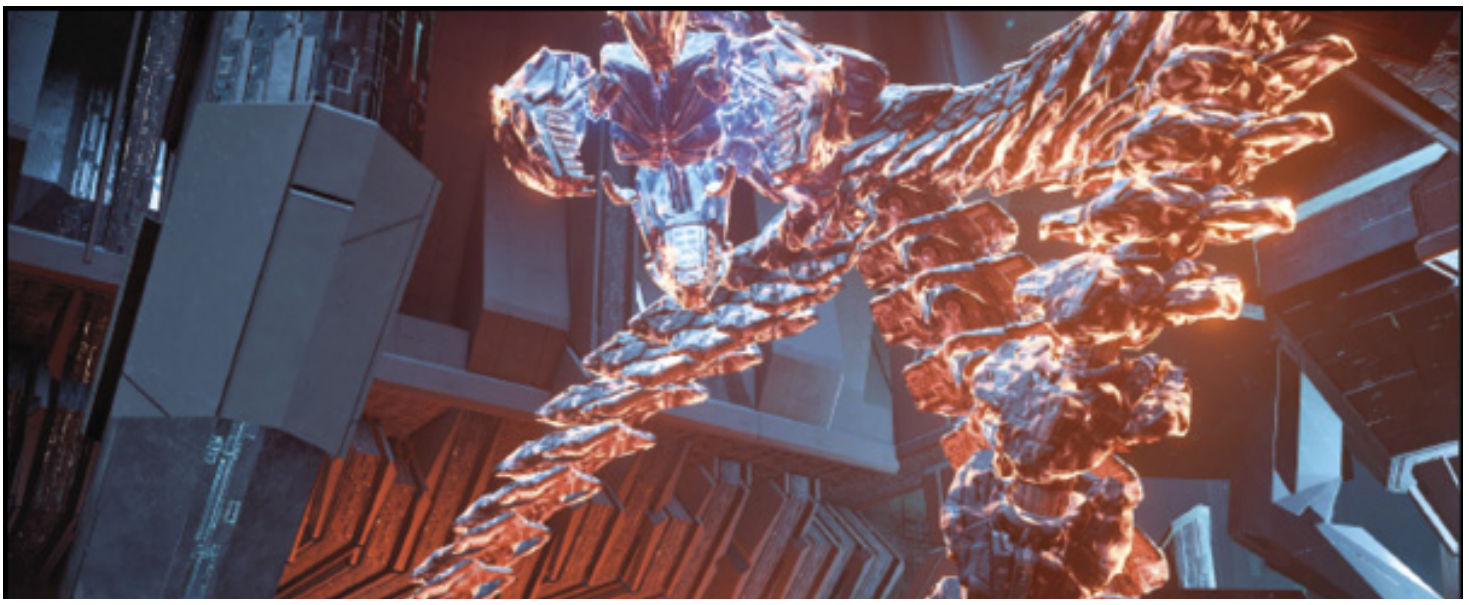
When your sibling completes the bridge hack, defeat the rest of the smaller Remnant enemies, then cross the chasm to the north using the raised platforms, where several Assemblers, Nullifiers, and Observers lie in wait to the northeast. Use cover to deal with them, then proceed to your navpoint.

THE ARCHITECT–PHASE 3

Like in the first phase, stay within the confines indicated by the radial markers on the floor while taking out enemies. Additionally, more squadmates arrive to help you defend your position (on the Insanity difficulty, every little bit helps).

Ryder's non-active squadmates arrive as reinforcements to take down the Archon.

As always, keep an eye on the Architect's tentacle and energy beam attacks. If you have enough firepower, consider destroying its head conduit. At this point, you should be liberally applying incendiary- and disruptor-type ammo to your weapons. Incendiary ammo is excellent for setting the Architect ablaze so you can follow it up with a fire combo detonator (a fully charged Overload, for instance).



Priority Ops

Summary of Key Choices

The following data is a compilation of most of the key choices you can make throughout the game. Some have immediate consequences (such as who comes to your aid in the final mission), while others may drastically impact the future of your timeline (i.e., in a potential *Mass Effect: Andromeda* sequel).

Several choices and decisions are logged into your Codex as well. For instance, major decisions related to the main story are logged in the Codex category "Finding a Home," while relationship updates are found in "A Crew Like No Other."

PRIORITY OPS-RELATED CHOICES

KEY DECISION	PATHS	CONSEQUENCE
Prologue: Did Ryder explore Habitat 7?	Ryder made a detailed exploration of the surface.	During the rendezvous on Habitat 7, Alec Ryder commends the would-be Pathfinder for their work ethic.
Hunting the Archon: Did Ryder take Sloane Kelly's deal?	Accepted Sloane Kelly's deal and its consequences.	Vehn Terev is executed. Sloane and Reyes have different lines of dialogue referencing this choice.
A Trail of Hope: What did Ryder decide to do with the exaltation facility?	Destroyed the facility, including the Cardinal and all the angara inside.	—
	Left the facility operational and spared the Cardinal.	Ryder receives aid from the angaran Resistance during the final mission on Meridian.
Hunting the Archon: Who did Ryder save from the Archon's flagship?	Krogan scouts.	Krogan scouts appear to help Ryder during the main mission.
Meridian: The Way Home: Did Ryder use the "kill code" given by the Primus in the optional mission, "Dissension in the Ranks"?	Yes.	Kett forces are weakened during the final assault on Meridian. May have negative consequences in the future.
	No, but received code from the Primus.	—
Meridian: The Way Home: Did Captain Dunn survive?	Yes. Requires completion of "Turian Ark: Lost But Not Forgotten" with Avitus convinced to become turian Pathfinder, and completion of Cora's Loyalty Mission, for a total of three other Pathfinders by the final mission. Salarian: Raeka/Hayjer, Turian: Avitus, Asari: Sarissa/Vederia	Captain Dunn survives the Hyperion crash landing.
	No. Captain Dunn dies if the above requirements are not met.	Captain Dunn is killed after heroically saving her crew.

Epilogue: Who did Ryder back as Ambassador to the Nexus?	Moshae Sjefa	—
	August Bradly	—
	Director Tann	—
	Director Addison	—
	Efvra	—

ALLIES AND RELATIONSHIPS-RELATED CHOICES

KEY DECISION	PATHS	CONSEQUENCE
Who Did Ryder Romance?	None	—
	Liam Kosta (females only)	—
	Cora Harper (males only)	—
	Peebee (either male or female)	—
	Vetra Nyx (either male or female)	—
	Jaal Ama Darav (females only)	—
	Gil Brodie (males only)	—
	Suvi Anwar (females only)	—
	Reyes Vidal	—
	Keri T'Vessa (either male or female)	Causes differing dialogue in her interviews for "Task: Path of a Hero."
Liam Loyalty Mission: Did Liam confine Verand at the end?	Yes.	Reactivity in Liam's follow-up conversation. May lead to relationship cut off.
	No.	—
Cora Loyalty Mission: What happened to Sarissa, the asari Pathfinder?	Cora and Ryder kept Sarissa's secret.	Sarissa remains the asari Pathfinder and makes an appearance in the final mission.
	Sarissa was disgraced, and replaced as Pathfinder by Vederia.	Vederia takes her place.
	Sarissa was disgraced, but allowed to stay on as Pathfinder.	Altered dialogue, but Sarissa retains her duties.
Jaal Loyalty Mission: How did Jaal and Ryder deal with the extremist faction?	Killed Akksul.	Jaal becomes upset with Ryder. Increases amount of Roekaar hostiles on relevant UNCs. Jaal's family helps Ryder in the final mission.
	Listened to Jaal and did not kill Akksul. Akksul shoots Jaal, scarring his beautiful face.	Less Roekaar activity on UNCs. Jaal's family helps Ryder in the final mission.
Peebee Loyalty Mission: What was the fate of the mysterious device?	Ryder chose the mysterious device over Kalinda.	—
	Ryder let Peebee save Kalinda, but the device was lost forever.	Kalinda sends over Remnant tech and makes an appearance in the final mission.

Drack Loyalty Mission: What happened to Aroane?	Drack kept him alive for information.	Vorn arrives in the final mission.
	Drack let him fall.	Vorn arrives in the final mission.
Gil: Did Ryder cheat in the poker game?	Accepted SAM's help and cheated.	Alters dialogue.
	Refused SAM's help and played fair.	Alters dialogue.
Gil: Did romantic Ryder agree to co-father Jill's baby with Gil?	Decided that Gil should father a child with Jill.	Alters dialogue.
	Decided that Gil should not father a child with Jill.	Alters dialogue.
Kallo: Did Ryder side with Kallo or Gil Brodie?	Ryder was more sympathetic to Kallo.	—
	Ryder preferred Gil's point of view.	—

B-STORIES

KEY DECISION	PATHS	CONSEQUENCE
Krogan Exodus: What happened to Spender?	Spender was exiled.	—
	Spender was demoted.	—
Salarian Ark: Did Ryder arrest Dr. Aden during the mission "Truth and Trespass"?	Yes.	Saelen helps in the final mission.
	No.	—
Turian Ark: Did Avitus Rix become the turian Pathfinder?	Yes.	Avitus becomes Pathfinder and helps Ryder, as well as contributes to Captain Dunn's survival.
	No.	The turians are searching for a replacement Pathfinder. Avitus becomes a drunken mercenary on Kadara.
Ryder Family: Did Ryder recover all the memory fragments?	Did not complete quest.	—
	Found every memory trigger and viewed all of Alec's hidden memories.	Alters dialogue with sibling. Ryder recalls Alec's memory and figures out the Scourge.

HUBS AND UNCS-RELATED CHOICES

KEY DECISION	PATHS	CONSEQUENCE
Nexus: How did Ryder and the Nexus leadership deal with the protesting families?	Ignored the crisis, and the protestors were forcibly removed (also happens if Ryder ignored the quest).	—
	Arrested the protestors to restore order.	—
	Agreed to the protestors' terms and ended the crisis.	—

Nexus: What happened with Keri T'Vessa's documentary, "Path of a Hero"?	Keri interviewed Director Tann for her documentary (happens if Ryder ignored the quest).	Tann appears in the documentary instead of Ryder
	With Ryder's help, Keri produced a hard-hitting truthful piece.	—
	With Ryder's help, Keri's documentary focused on the achievements of the Initiative.	—
	Keri quit her documentary.	She leaves the Nexus.
Nexus: What happened to the Nexus saboteur?	Turned over to the Nexus leadership.	—
	Exiled to Kadara Port.	—
	Didn't investigate the saboteur.	—
Nexus: Did Ryder allow Sid to make public the Nexus's involvement with the Three Sabers mercenary crew?	Yes.	The news can be heard over the Heleus News Service.
	No.	—
Nexus: Did Ryder exile or release Nilken in the murder plot?	Exile.	Re-meet Nilken on Kadara later on and find out what's become of him and his wife, Mariette.
	Release.	Re-meet Nilken in Hyperion, where he's about to be placed back in stasis.
Nexus: What happened to Knight, leader of the anti-AI movement?	Ryder managed to talk Knight down peacefully.	Knight's son, Alain, joins the Nexus scientists.
	Knight was shot by a sniper.	—
Kadara: What did Ryder do with the Oblivion formula?	Let Arenna Farenth keep it.	Oblivion continues to be sold on Kadara. Ryota is angry with the Pathfinder for not believing him and does not become the doctor at the Kadara outpost, if settled.
	Returned it to Dr. Nakamoto.	Oblivion is no longer sold on Kadara. Ryota becomes the doctor at the Kadara outpost, if settled.
	Never retrieved the formula.	Nothing changes—Oblivion is sold on Kadara. Outpost can't be placed without completing this quest.
Kadara: Did Ryder solve who was behind the murders in Kadara Port?	Yes.	Ryder and Reyes Vidal take out the Roekaar cell responsible for the killings in Kadara Port.
	No (if never got involved).	The murders continue.

Kadara: Which faction came out on top?	The Outcasts.	Reyes Vidal is on the run. The Collective loses their foothold on Kadara.
	The Collective.	After Sloane Kelly is killed, the Outcasts scatter and the Collective becomes the new power in Kadara Port. Rather than rule himself, Reyes uses Keema Dohrgun as a front.
	Ryder didn't get involved in the clash between factions.	Sloane remains in charge. Tensions remain between the two factions.
	—	During the final mission, Sloane shows up to help (by default). If Reyes is in charge of Kadara Port, he shows up instead.
Aya: Did Ryder tell the angaran the truth that the kett followed them?	Yes.	—
	No.	—
Aya: Did Ryder romance Avela Kjar?	Yes.	Adds post-ending dialogue on Aya.
	No.	—
Aya: Did Ryder find the ancient Aya vault plans?	Yes.	—
	No.	—
Eos: Did Ryder create a research/science outpost, or a defense/military outpost?	Science.	Minor variance in the deployment scene from Addison.
	Military.	In the final mission, a Prodromos security team appears to help.
Elaaden: Did Ryder give the Remnant drive core to the krogan colony?	Yes.	The krogan allow the MWS to join their settlement and put down an outpost.
	No.	For keeping the Remnant drive core, the Pathfinder receives 1000 Remnant research data and 2000 credits. However, the Elaaden outpost cannot be established. Thus, the Architect encounter on Elaaden is also forfeit. The krogan colony remains independent.
Elaaden: Did Ryder find the secret water source on Elaaden?	Yes, and allowed Annea the water trader to continue her business.	Ryder gets a regular bribe from Annea. There's a crate in her office that Ryder can check for stuff. She also helps in the final mission.
	Yes, but ousted Annea and replaced her with a Nexus representative.	Annea and her gang attack Ryder. A Nexus representative is then sent to replace Annea at the Paradise.
	Didn't find the water source.	No change.
Voeld: Did Ryder tell Maarel the truth about her brother's exaltation?	Yes.	Maarel leaves for Havarl to put her brother to rest.
	No.	Maarel returns home.
	Did not do quest.	No change.
Voeld: Did Ryder kill the angaran AI (the Mind of Voeld)?	Yes.	—
	No.	The AI kill off the angaran hostages. Ryder can keep the AI.

Voeld: If the angaran AI (the Mind of Voeld) lived, what happened to it?	Given to the angara against her wishes. Moves to Aya.	The angara help out during the final mission, using advanced calculations provided by their new AI.
	Moved to Nexus to work with SAM, which she wants.	—

MASS EFFECT ANDROMEDA

Relationship Guide

Romance Options

The ability to romance characters is a staple in BioWare games, and *Mass Effect: Andromeda* has its fair share of romance options. The following data is presented in a way that allows a reader to make sure they have the opportunity to court and romance a character of their choosing. Of course, it also contains **major spoilers**, so be warned.

Although both Ryder twins can attempt to flirt with all romance-able characters, these characters may not reciprocate. See the following notes for details.

SCOTT RYDER'S ROMANCE OPTIONS

The male Ryder twin can romance **Cora**, Peebee, Vetra, Gil, Avela, Reyes Vidal, **and** Keri.

SARA RYDER'S ROMANCE OPTIONS

The female Ryder twin can romance Liam, Peebee, Vetra, Jaal, Suvi, Reyes Vidal, **and** Keri.

FLIRT OPTIONS AND LOYALTY

Generally, romancing a character requires you to flirt with them at least three times. If applicable, the squadmate's Loyalty Mission must also be completed. Additionally, you can flirt with as many people as you'd like without affecting the courting of other characters. However, once you commit to exclusivity with a character, you can no longer flirt with anyone else (although you may have a fling with Keri while committed to another).

GENERAL ROMANCE TIPS

- Talk frequently to the character you want to romance
- Do everything they ask for, including Loyalty Missions
- Read all of their emails
- Select the flirt option every chance you get

MASS EFFECT ANDROMEDA

Relationship Guide
Cora Harper

CORA HARPER

- Male Ryder only
- Culminates in exclusive romance

CONVERSATION ROUND	LOCATION	PREREQUISITES/GATING NOTES	FLIRT OPTION APPEARANCE
R1: Introduction	Tempest: Bio Lab	—	"We'll be good together."
Tempest: Casual Conversation	Any	R1 completed	"Oh? What about now?"
R2: Reaction to Eos **Settlement**	Tempest: Bio Lab	R1 completed; left the Tempest at least once	"You're a romantic."
R3: Reaction to Mission 3	Any	Mission 3 completed; R2 completed; expires after Mission 5	"You and I can handle anything."
Asari B-Story 1: Discuss Beacon	Tempest: Bio Lab	—	—
Asari B-Story 2: Discuss Refugees	Tempest: Bio Lab	Have visited Aya; Asari B-Story 1 completed	—
Loyalty: Intro	Any	Have visited Kadara; Asari B-Story 2 completed	—
Loyalty: Briefing	Tempest Bridge	Loyalty: Intro completed	—
R4: Loyalty Reaction	Tempest Meeting Room	Return from Loyalty Mission	—
R6: Character Moment Prompt	Tempest Hallway, Email Terminal, Any	Mission 4 completed; Loyalty Mission completed; left and returned to the Tempest at least once	—
R6: Character Moment —Friend Version	Eos: Prodromos	R6 prompt completed	—
R6: Character Moment —Romance Version	Eos: Prodromos	Must be male Ryder; not in exclusive relationship; flirted at least three times	Kiss
R7: Culmination Prompt	Tempest Hallway, Email Terminal, Any	Mission 5 completed; R6 completed; must be in exclusive relationship with Cora	—
R7: Culimination	Any, then Ryder's Quarters	Mission 5 completed; R6 completed; must be in exclusive relationship with Cora	—
R5: No Return	Tempest: Bio Lab	Meridian hub unlocked; expires after Mission 7	Relationship climax

MASS EFFECT ANDROMEDA

Relationship Guide

Peebee

PEEBEE

- Male or female Ryder
- Culminates in a unique “friendship” after flirted with several times, opening unique content, with an additional option for exclusivity

CONVERSATION ROUND	LOCATION	PREREQUISITES/GATING NOTES	FLIRT OPTION APPEARANCE
R1: Introduction	Tempest: Escape Pods	—	“You crave excitement, huh?”
Tempest: Casual Conversation	Any	R1 completed	“Flirting.”
R2: Building	Tempest: Escape Pods	R1 completed; acquired piece of rem-tech that Peebee needs on Voeld	“It’s true.”
R3: Personal	Aya	“A Trail of Hope” completed; R2 completed	—
R4: Zero G	Tempest: Escape Pods	R3 completed	“I’d want strings.” OR accept and start non-commital fling
Loyalty: Intro	Any	R4 completed; visited Kadara; spoke to Peebee about Kalinda	—
Loyalty: Briefing	Tempest Bridge	Loyalty: Intro completed	—
Loyalty Wrap-Up	Tempest: Escape Pods	Loyalty Mission completed	—
R6: Commit	Tempest: Escape Pods and Meeting Room	Loyalty Mission completed; left the Tempest at least once	Can commit to relationship here
R7: Culmination	Tempest: Pathfinder Quarters	“The Journey to Meridian” completed; in exclusive relationship	Interact with “the gift” in Pathfinder quarters to advance relationship

MASS EFFECT ANDROMEDA

Relationship Guide

Vetra

VETRA

- Male or female Ryder
- Culminates in exclusive romance

CONVERSATION ROUND	LOCATION	PREREQUISITES/GATING NOTES	FLIRT OPTION APPEARANCE
R1: Introduction	Tempest: Armory	—	“You’re intense. I like it.”
Tempest: Casual Conversation	Any	R1 completed	“Anyone special in your life?”
R2: Opening Up	Tempest: Armory	R1 completed; “A Trail of Hope” completed	“You’re too tough for that.”
R3: Personal	Aya	“A Trail of Hope” completed; R2 completed	—
Loyalty Start	Tempest: Hallway	After interrogating Vehn in “Hunting the Archon”; R2 completed	—
R3: Post Loyalty	Tempest: Armory	Loyalty Mission completed	“I’m here for you both.”
R4: Dreaming	Tempest: Armory	“Hunting the Archon” completed; R3 completed	“I’m dreaming of someone.”
R5: Aya Friendship	Kadara	Vetra required in active squad; read R5 email	Kiss Narrative Action; can commit to relationship here
R6: Romance Finale	Tempest	R5 completed; “The Journey to Meridian” completed	Narrative Action prompt
R7: Conclusion	Tempest: Armory	Established relationship	—

MASS EFFECT ANDROMEDA

Relationship Guide

Liam

LIAM

Female Ryder only

- Culminates in a unique “friendship” after flirted with several times, opening unique content, with an additional option for exclusivity

CONVERSATION ROUND	LOCATION	PREREQUISITES/GATING NOTES	FLIRT OPTION APPEARANCE
R1: Introduction	Tempest: Storage Room	—	“Company like this.”
Tempest: Casual Conversation	Any	R1 completed	—
R2: Bro Bonding	Tempest: Storage Room	Visited Aya; R1 completed; completed Liam’s research project	“You two should sell tickets.” “Explain and make it good.”
R3: M3 Reaction	Tempest: Storage Room	“A Trail of Hope” completed; R2 completed	Kiss Narrative Action
R4: Day Out on Aya	Aya: Market	Returned to Liam; viewed wrap-up scene at the bar	“I enjoyed time with you too.”
Loyalty Start	Tempest: Storage Room	At least three outposts settled; R4 completed	—
R6: Character Moment	Any	Loyalty Mission completed; angaran Resistance has attacked Eos	“I’m interested in you.”
R6: Romance	Eos: Prodromos	Received message from Liam to meet at Prodromos	Can commit here
R7: Culmination	Eos: Prodromos	Went to Prodromos; researched jet pack (6 Aluminum, 2 Iridium required)	Narrative Action prompt

MASS EFFECT ANDROMEDA

Relationship Guide

Jaal

JAAL

- Male & Female Ryder
- Culminates in a unique “friendship” after flirted with several times, opening unique content, with an additional option for exclusivity

CONVERSATION ROUND	LOCATION	PREREQUISITES/GATING NOTES	FLIRT OPTION APPEARANCE
R1: Introduction	Tempest: Tech Lab	Recruited Jaal, post-Aya; expires after “A Trail of Hope” completed	“One more thing.”
Tempest: Casual Conversation	Any	R1 completed	“Interested?”
Loyalty Start	Tempest: Storage Room	Akksul conversation on Vicdon completed	—
R3: Third Talk (Gifts)	Tempest: Tech Lab	Visited Kadara; R2 completed; also triggers after Priority Ops completed	“I think you’re special.”
R5: Character Moment	Havarl: Mom’s House	Received email from Jaal; have Jaal in party; Loyalty Mission completed; R3 completed; “Hunting the Archon” completed	Can commit here
R4: Fourth Talk	Tempest: Tech Lab	“The Journey to Meridian” completed; expires if entire game is completed	“I adore you.”
R6: Sixth Talk	Tempest: Tech Lab	R5 completed; R4 or game completed	—
R7: Culmination	Aya Hub: By Waterfall	R5 completed; committed to Jaal; “The Journey to Meridian” completed	Narrative Action prompt

Relationship Guide

Gil

GIL

- Male Ryder only
- Culminates in a unique “friendship” after flirted with several times, opening unique content, with an additional option for exclusivity

CONDITIONALS	LOCATION	FLIRT OPTION APPEARANCE
—	Tempest: Engineering	“I’ll do more than show up.”
After visiting Aya	Tempest: Engineering	“And now what?”
After completing “A Trail of Hope”	Tempest: Engineering	“Slow down, big guy.”
After completing “Hunting the Archon”	Check email, meet Gil on Prodromos	Can commit here
In relationship with Gil, return to Tempest	Tempest: Engineering, Pathfinder’s Quarters	Romance culmination

Relationship Guide

Suvi

SUVI

- Female Ryder only
- Culminates in exclusive romance

CONDITIONALS	LOCATION	FLIRT OPTION APPEARANCE
—	Tempest: Bridge	"I could show you."
After settling Prodromos	Tempest: Bridge	"We should chat more on this."
After completing "A Trail of Hope"	Tempest: Bridge	"You're not alone."
After completing "Hunting the Archon"	Tempest: Bridge	Can commit here
After completing "The Journey to Meridian," received email and in a relationship with Suvi	Tempest: Bridge	—
Read Suvi's email and completed all of the above	Nexus: Tech Lab	Narrative Action prompt

Relationship Guide

Avela

AVELA

Male Ryder only.

CONDITIONALS	LOCATION	FLIRT OPTION
After visiting Aya and meeting with Evfra	Aya: Docks	"To meet people like you."
During "Recovering the Past"	Aya: Museum	—
During "Forgotten History"	Aya: Museum	"I did it for you." "You got it." After the instrument is returned "Not everything, thanks to you." After the figurine is returned "Hope it helps my chances."
After "The Journey to Meridian" and checking email	Aya: In Front of Waterfall	Player has the option for a second kiss

Relationship Guide

Reyes Vidal

REYES VIDAL

- Male or female Ryder
- Culminates in a unique “friendship” after flirted with several times, opening unique content, with an additional option for exclusivity

FLIRT OPTIONS PRESENTED	LOCATION
During “Hunting the Archon,” if you don’t take Sloane’s deal	—
After interrogating Vehn	Tartarus Bar
During “Murder in Kadara Port”	—
During “Divided Loyalties”	Roekaar Hideout
During “Divided Loyalties”	While Leaving the Hideout
Ask about Reyes’ code name	—
During “Precious Cargo”	—
During “Precious Cargo”	Kralla’s Song
During “Precious Cargo”	Warehouse
During “Precious Cargo”	Wrap-Up
During “Night Out”	Vidcon Call
During “Night Out”	Entering Party
During “Night Out”	Speak to Keema Dohrgun
During “Night Out”	Stockroom

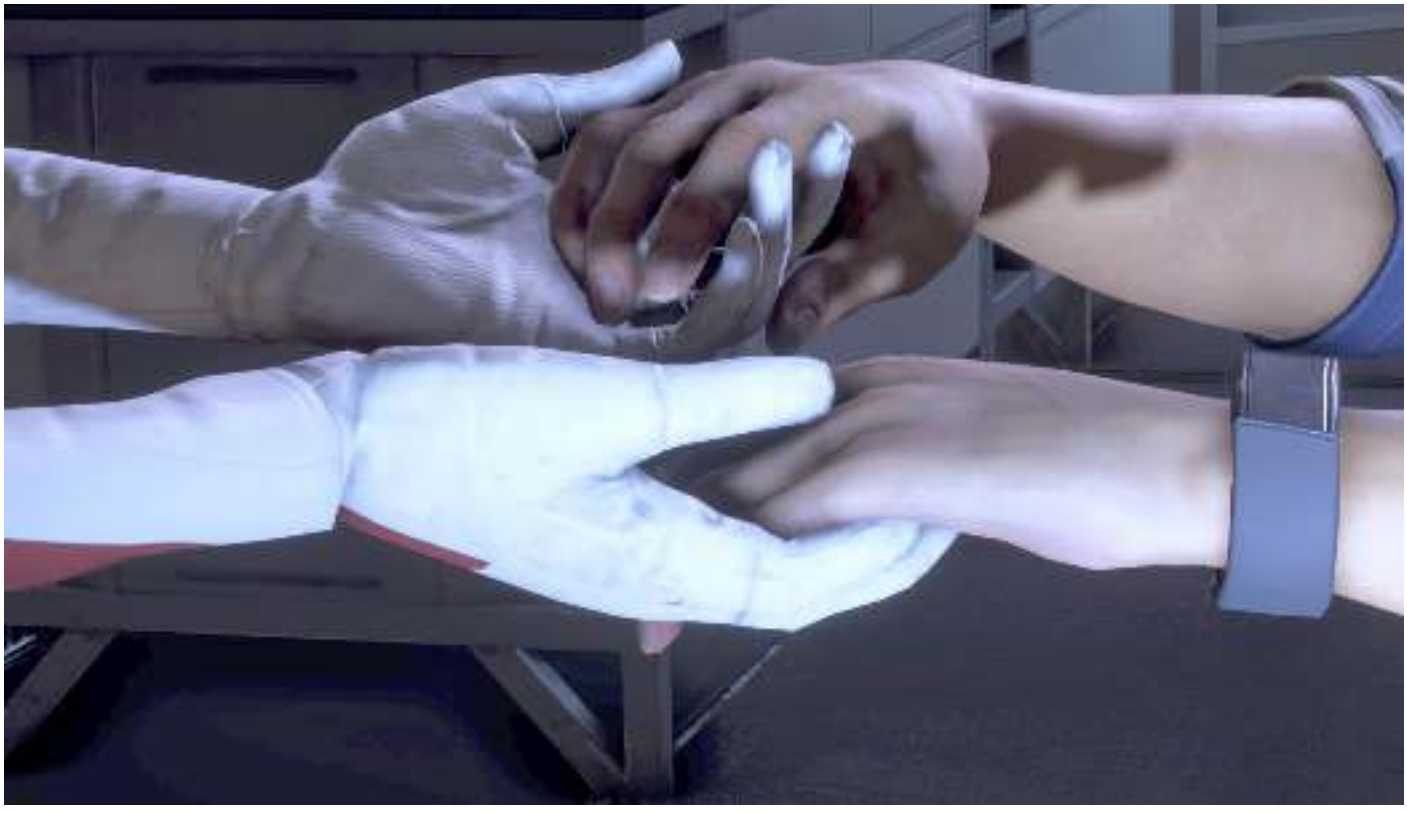
MASS EFFECT ANDROMEDA

Relationship Guide

Keri

KERI

Begin “Path of a Hero” and flirt with her any chance you get. Make sure to check back with her after completing Priority Ops missions like “A Better Beginning,” “A Trail of Hope,” and “The Journey to Meridian.” After completing “The Journey to Meridian,” you can have a fling with Keri even if you’ve committed to an exclusive relationship.



Weapons

Research & Development

Mass Effect: Andromeda's comprehensive inventory system can be overwhelming, considering all the various technologies from which weapons and armor are derived. This chapter includes data tables covering all weapons, armor, consumables, and materials found throughout the Heleus Cluster.

For Research and Development purposes, it helps to understand how items are created—what kinds of materials a species uses in their tech, where to find minerals, what wildlife can be harvested for bio-materials, and so forth. For example, most Milky Way equipment requires omni-gel, an all-purpose material of alloys and synthetic polymers. Omni-gel can be found by defeating Milky Way exiles or purchased from vendors (such as those on the Nexus).

Furthermore, certain research blueprints aren't available for purchase until prerequisite conditions are met.

BLUEPRINT UNLOCK CONDITIONS

Angaran Equipment: Available after completing the trust mission for the angara, "A Trail of Hope."

Nomad **Upgrades:** Individual Nomad blueprints are available at certain player level thresholds.

MASS EFFECT ANDROMEDA

Weapons

Guns Overview

SCALED RATING SYSTEM

Gun damage, **rate of fire**, and **accuracy** displayed in these tables are based on a scaling system within the same weapon category (assault rifles, pistols, shotguns, and sniper rifles). For instance, the M-37 Falcon deals the most per projectile among assault rifles, while the Cyclone deals much less.

This scaling system is also applied for **damage** and **attack-speed** ratings for **melee** weapons.

Damage: The amount of damage a weapon deals with a **single shot**. For multi-pellet shotguns, damage is represented by the **sum of all pellets**.

Rate of Fire: How quickly the weapon discharges ammo. Alternatively, it can be thought of as the weapon's recharge speed between shots. Most automatic weapons fire as quickly as possible, while others require repeated triggers/inputs.

Accuracy: The higher a weapon's accuracy, the more precise it is, indicated by a smaller spread reticle.

Unique Properties: Guns aren't just about damage and rates of fire; several guns have unique properties worth noting. The kett-based shotgun, the Dhan, isn't really a shotgun—it fires a single projectile that deals a large amount of damage. However, all shotgun bonuses (from the combat skills tree, for example) apply to it.

The Talon pistol, with its unique shotgun spread property.

Type: The origin technology of the item. Usually an indicator of how it fires (automatic, semi-automatic, single shot), as well as whether it's beam-based or ammo-based.

Max Clip Size: How much a weapon can fire before requiring a reload. For energy-based weapons, max clip size indicates how much a weapon can fire before it overheats. Halting fire allows for energy-based weapons to cool down and "reload." This value can be affected by various augmentations and mods.

Weight: A weapon's weight affects your weapon-encumbrance penalty, thus affecting your power recharge speed **if you surpass your weapon-weight capacity** (indicated by a blue bar at the top of the Loadout interface). Weapon-weight capacity can be increased through upgrading certain skills, such as Rank 3 of Combat Fitness. The weight value shown here is for the first and fifth rank of the weapon. E.g., the N7 Valkyrie (20/16) has a weight of 20 for its first rank and 16 for its fifth rank.

Note that weight values displayed in the game's interface take into account any weight reduction effects (like rank 4 weapon upgrades in the Combat skill group).

Augmentation Slots: How many augmentations can be applied when crafting a weapon (requires at least Rank 2 schematics), through the Research and Development console. **Reminder:** Deconstructing an item that's been augmented refunds all augmentations on said item, so don't be afraid to experiment with unique augmentations!

A shotgun modified with a Seeking Plasma System augmentation.

Materials: These are the materials required to craft an item, as well as the materials the item breaks down into (and adds to your collection) when the item is **deconstructed**. For exact material costs for building the item, refer to the updated e-guide version of this book, or the in-game Research and Development menu.

Blueprint Cost: The amount of Research Data (RD) required of an item's technology type (MWS, angara/kett, Remnant) to purchase the blueprint of the first rank of the item. The value in parentheses is how much the cost increases per extra rank (e.g., Cyclone Rank 1 costs 100 MWS RD; Rank 2 costs 110).

MASS EFFECT ANDROMEDA

Weapons

Assault Rifles

CYCLONE

DAMAGE
RATE OF FIRE
ACCURACY
MAX CLIP SIZE 50
WEIGHT 35/27
AUGMENTATION SLOTS 2

Type	M445 Assault Rifle
Firing Type	Automatic
Ballistic Type	Standard (Hitscan)
Unique Properties	—
Materials	Omni-Gel Canister, Beryllium, Fluorite, Vanadium
Blueprint Cost	100 (10)

H-31 FALCON

DAMAGE
RATE OF FIRE
ACCURACY
MAX CLIP SIZE 6
WEIGHT 30/23
AUGMENTATION SLOTS 3

Type	M45 Grenade Launcher
Firing Type	Semi-Automatic
Ballistic Type	Grenade (projectile)
Unique Properties	—
Materials	Omni-Gel Canister, Copper, Nickel, Element Zero
Blueprint Cost	125 (15)

H-8 RIVENGER

DAMAGE
RATE OF FIRE
ACCURACY
MAX CLIP SIZE 30
WEIGHT 25/19
AUGMENTATION SLOTS 2

Type	M445 Assault Rifle
Firing Type	Automatic
Ballistic Type	Standard (Hitscan)
Unique Properties	—
Materials	Omni-Gel Canister, Iron, Cadmium, Element Zero
Blueprint Cost	—

H-56 HYTTOCK

DAMAGE
RATE OF FIRE
ACCURACY
MAX CLIP SIZE 16
WEIGHT 25/19
AUGMENTATION SLOTS 2

Type	M45 Rifle
Firing Type	Semi-Automatic
Ballistic Type	Standard (Hitscan)
Unique Properties	—
Materials	Omni-Gel Canister, Iron, Fluorite, Element Zero
Blueprint Cost	—

N1 VIRLAYRE

DAMAGE
RATE OF FIRE
ACCURACY
MAX CLIP SIZE 18
WEIGHT 20/16
AUGMENTATION SLOTS 4

Type	M45 Rifle
Firing Type	Two-Shot Burst
Ballistic Type	Standard Projectile (Hitscan)
Unique Properties	—
Materials	Omni-Gel Canister, Iron, Lithium, Element Zero
Blueprint Cost	150 (25)

P.R.W.

DAMAGE
RATE OF FIRE
ACCURACY
MAX CLIP SIZE 36
WEIGHT 35/27
AUGMENTATION SLOTS 4

Type	Remnant Assault Rifle
Firing Type	Continuous Beam
Ballistic Type	Particle Beam
Unique Properties	Heat-based reload system
Materials	Remnant Polymer, Graphite, Nickel, Vanadium
Blueprint Cost	125 (15)

REVENANT

DAMAGE
RATE OF FIRE
ACCURACY
MAX CLIP SIZE 60
WEIGHT 40/31
AUGMENTATION SLOTS 3

Type	M445 Beam Rifle
Firing Type	Semi-Automatic
Ballistic Type	Standard (Hitscan)
Unique Properties	—
Materials	Omni-Gel Canister, Copper, Cadmium, Element Zero
Blueprint Cost	150 (25)

SPINDSTORM

DAMAGE
RATE OF FIRE
ACCURACY
MAX CLIP SIZE 12
WEIGHT 35/27
AUGMENTATION SLOTS 3

Type	M45 Rifle
Firing Type	Semi-Automatic
Ballistic Type	Standard (Hitscan)
Unique Properties	Scoped
Materials	Omni-Gel Canister, Beryllium, Lithium, Vanadium
Blueprint Cost	125 (15)

SONIC

DAMAGE
RATE OF FIRE
ACCURACY
MAX CLIP SIZE 120
WEIGHT 60/47
AUGMENTATION SLOTS 4

Type	Kett Gatling Gun
Firing Type	(Charged) Automatic
Ballistic Type	Plasma (projectile)
Unique Properties	Initial wind-up before firing
Materials	Kett Alloy, Scale Fibers, Emrich Fluid Sac, Vanadium
Blueprint Cost	150 (25)

SWEEPER

DAMAGE
RATE OF FIRE
ACCURACY
MAX CLIP SIZE 22
WEIGHT 25/19
AUGMENTATION SLOTS 3

Type	Remnant Assault Rifle
Firing Type	Three-Shot Burst
Ballistic Type	Particle Beam (projectile)
Unique Properties	Heat-based reload system
Materials	Remnant Polymer, Magnesium, Lithium, Vanadium
Blueprint Cost	125 (15)

THOKIN

DAMAGE
RATE OF FIRE
ACCURACY
MAX CLIP SIZE 29
WEIGHT 30/23
AUGMENTATION SLOTS 3

Type	Kett Assault Rifle
Firing Type	Automatic
Ballistic Type	Plasma Tracking Rounds (projectile)
Unique Properties	Fires tracking projectiles
Materials	Kett Alloy, Silicon, Fluorite, Vanadium
Blueprint Cost	125 (15)

XS GHOST

DAMAGE
RATE OF FIRE
ACCURACY
MAX CLIP SIZE 94
WEIGHT 16/8
AUGMENTATION SLOTS 2

Type	Wiley Way Rifle
Firing Type	Automatic
Ballistic Type	Standard (Hitscan)
Unique Properties	—
Materials	Currently unable to deconstruct
Blueprint Cost	125(15)

ZPLAVA

DAMAGE
RATE OF FIRE
ACCURACY
MAX CLIP SIZE 24
WEIGHT 25/19
AUGMENTATION SLOTS 2

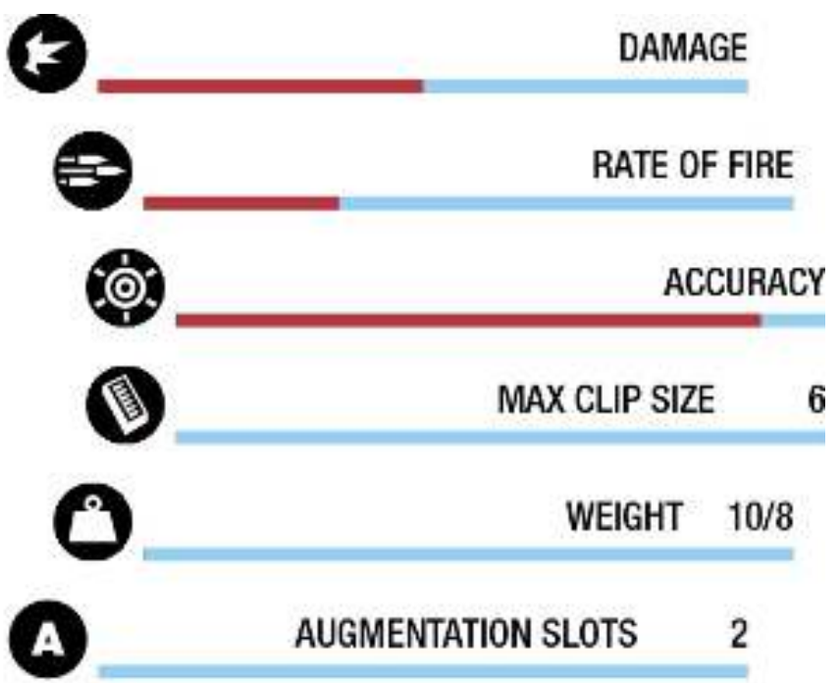
Type	Kett Rifle
Firing Type	Semi-Automatic (Three-Shot Charge)
Ballistic Type	Plasma Rounds (projectile)
Unique Properties	Can fire between one to three rounds at a time, using a charging system
Materials	Kett Alloy, Beryllium, Nickel, Vanadium
Blueprint Cost	125 (15)

MASS EFFECT ANDROMEDA

Weapons

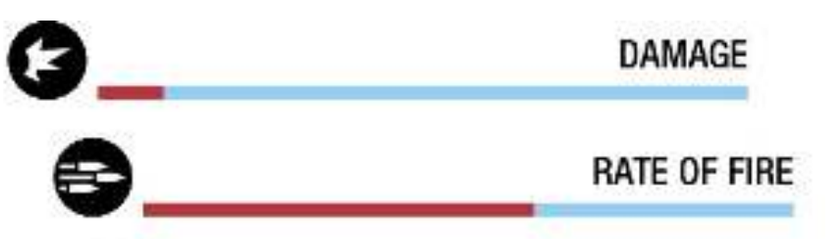
Pistols

CARNIFEX



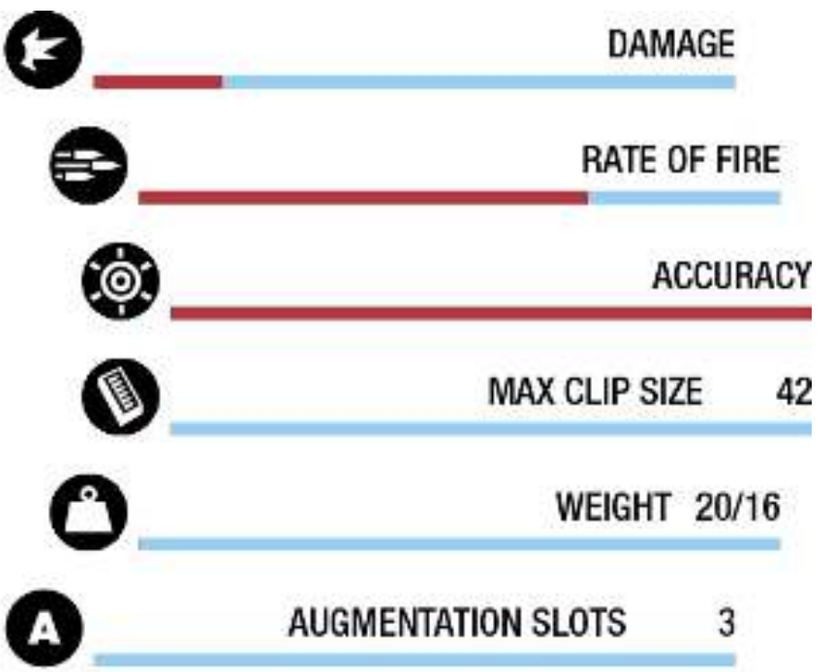
Type	MWS Heavy Pistol
Firing Type	Semi-Automatic
Ballistic Type	Standard (hitscan)
Unique Properties	—
Materials	Omni-Gel Canister, Iron, Lithium, Element Zero
Blueprint Cost	—

CHARGER



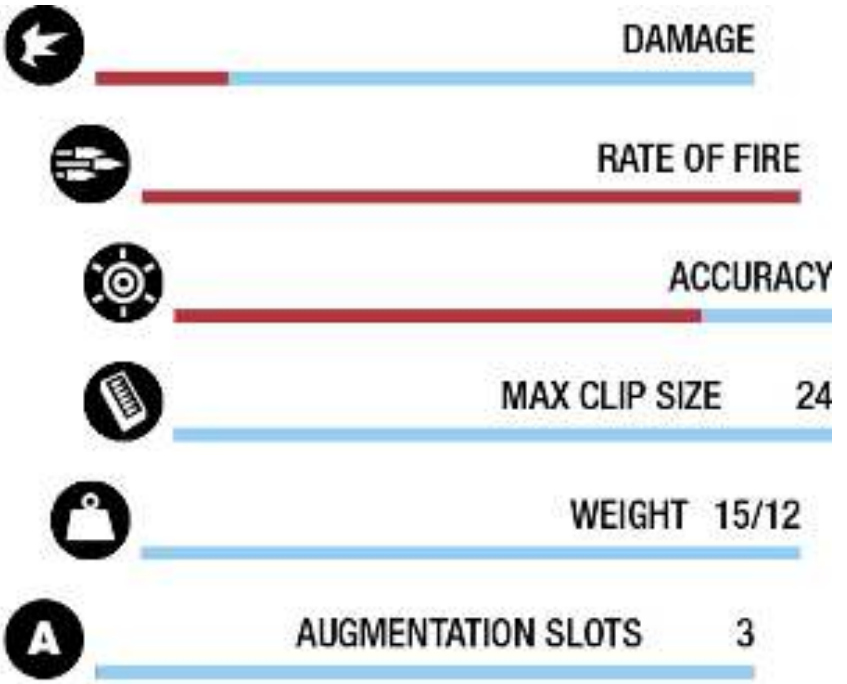
Type	MWS SMG
Firing Type	Automatic
Ballistic Type	Standard (hitscan)
Unique Properties	—
Materials	Omni-Gel Canister, Beryllium, Cadmium, Vanadium
Blueprint Cost	100 (10)

EQUALIZER



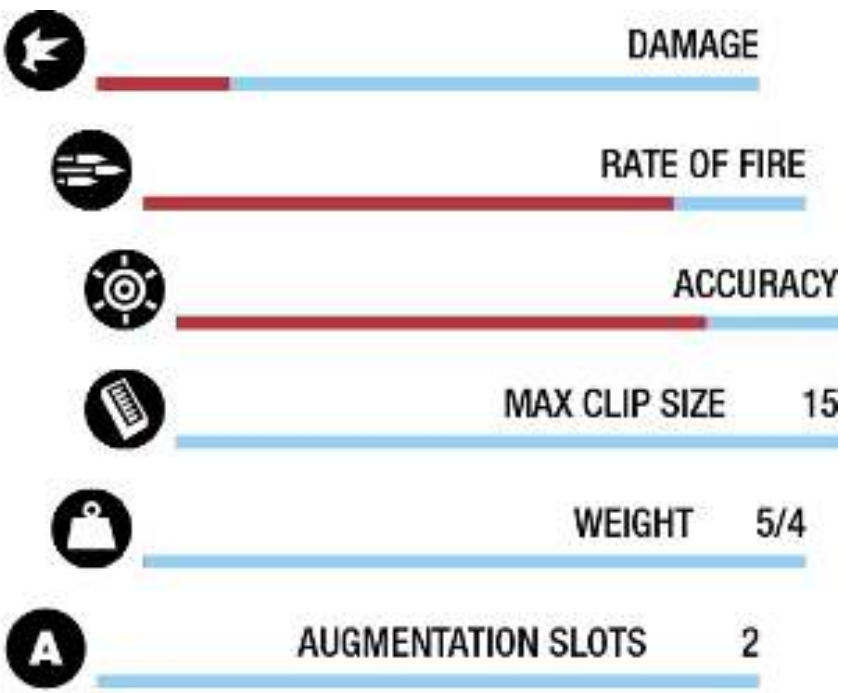
Type	Remnant SMG
Firing Type	Automatic
Ballistic Type	Particle Blasts (projectile)
Unique Properties	Heat-based reload system
Materials	Remnant Polymer, Magnesium, Nickel, Vanadium
Blueprint Cost	125 (15)

M-25 HORNET



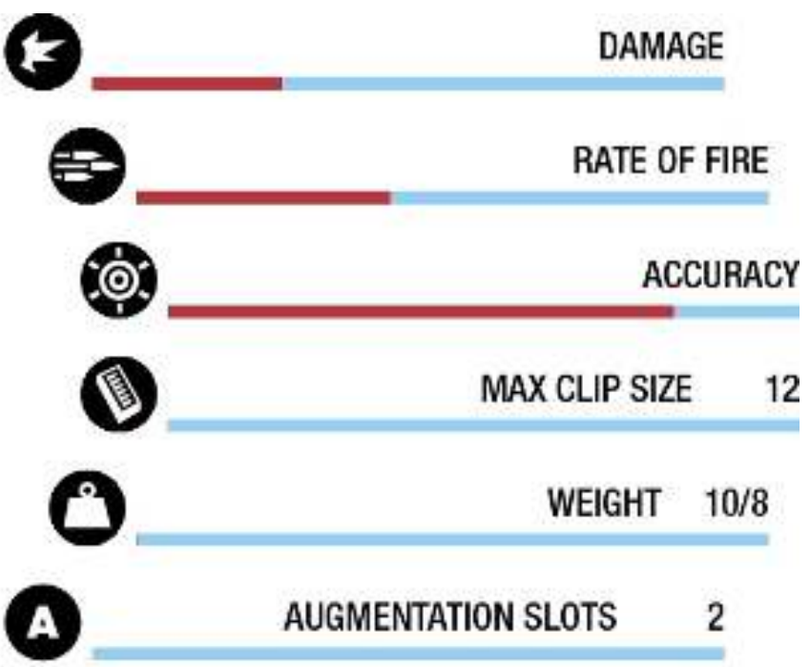
Type	MWS SMG
Firing Type	Three-Shot Burst
Ballistic Type	Standard (hitscan)
Unique Properties	—
Materials	Omni-Gel Canister, Copper, Fluorite, Element Zero
Blueprint Cost	125 (15)

M-3 PREDATOR



Type	MWS SMG
Firing Type	Semi-Automatic
Ballistic Type	Standard (hitscan)
Unique Properties	—
Materials	Omni-Gel Canister, Copper, Nickel, Element Zero
Blueprint Cost	—

M-5 PHALANX

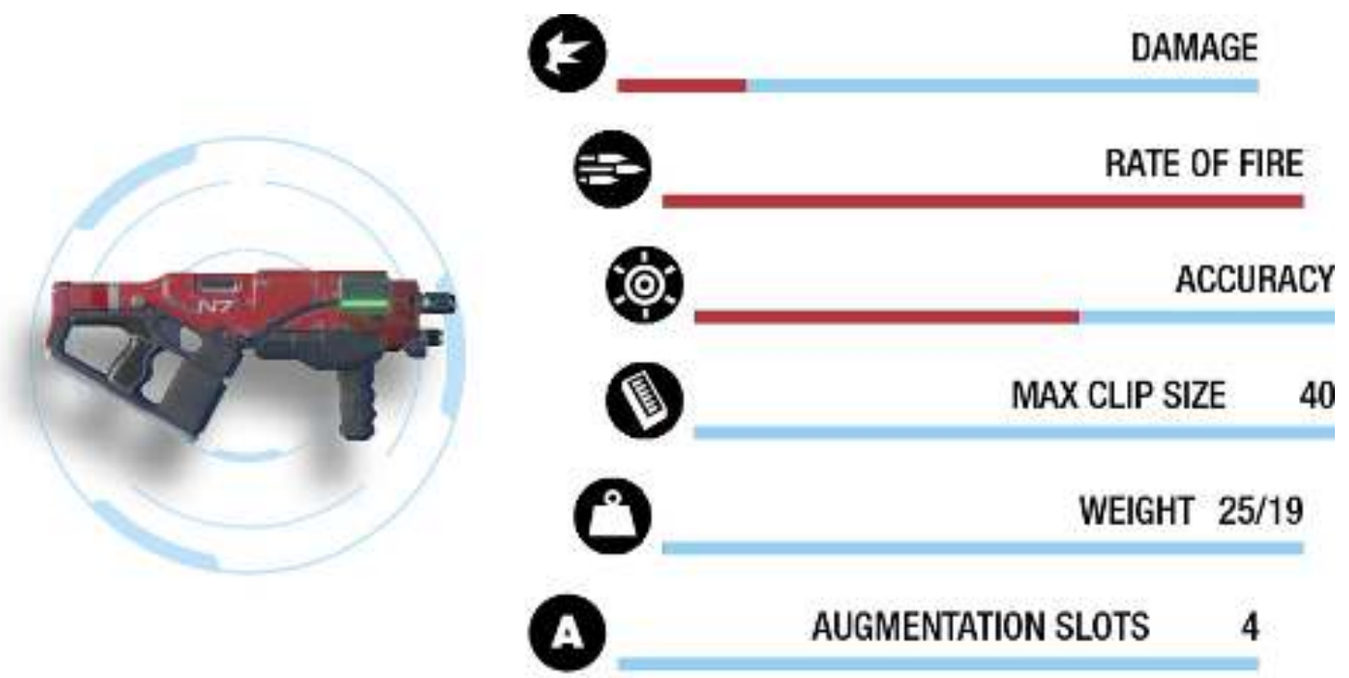


Type	MWS Handgun
Firing Type	Semi-Automatic
Ballistic Type	Standard (hitscan)
Unique Properties	—
Materials	Omni-Gel Canister, Iron, Cadmium, Element Zero
Blueprint Cost	—

N7 EAGLE

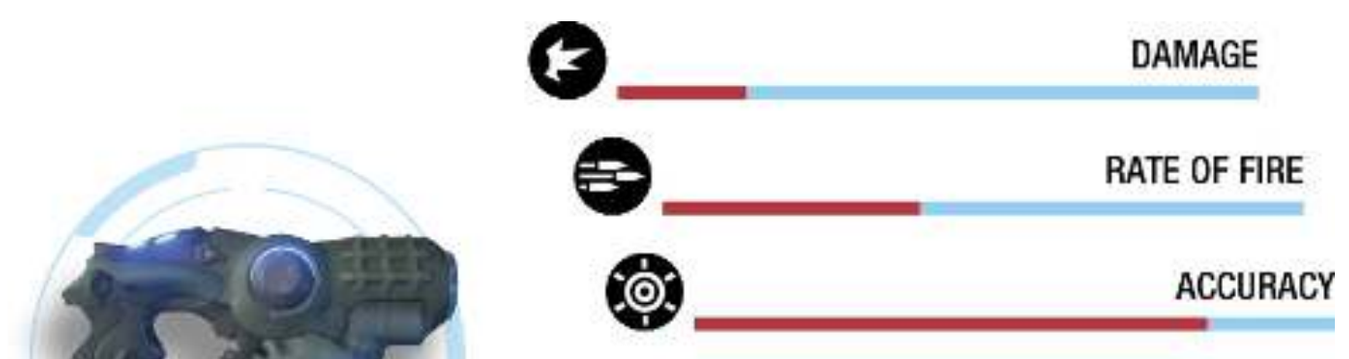
Type	MWS Heavy Pistol
Firing Type	Semi-Automatic
Ballistic Type	Standard (hitscan)
Unique Properties	—
Materials	Omni-Gel Canister, Copper, Lithium, Element Zero
Blueprint Cost	150 (25)

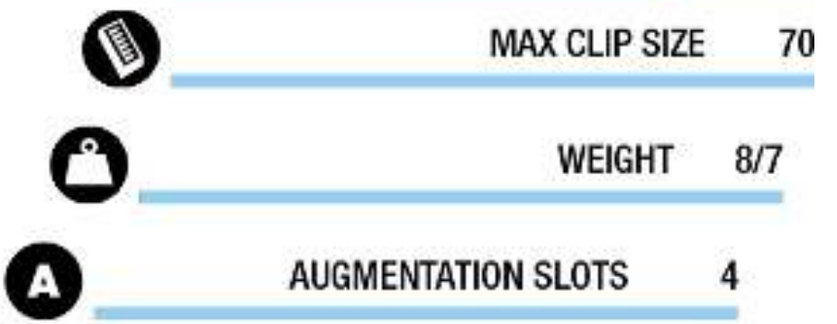
N7 HURRICANE



Type	MWS SMG
Firing Type	Automatic
Ballistic Type	Standard (hitscan)
Unique Properties	—
Materials	Omni-Gel Canister, Iron, Fluorite, Element Zero
Blueprint Cost	150 (25)

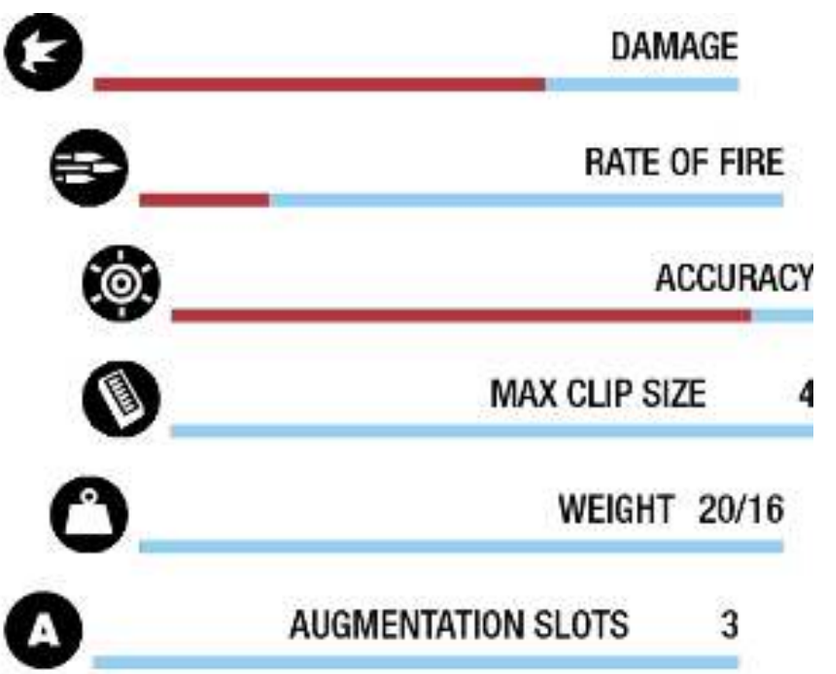
ROZERAD





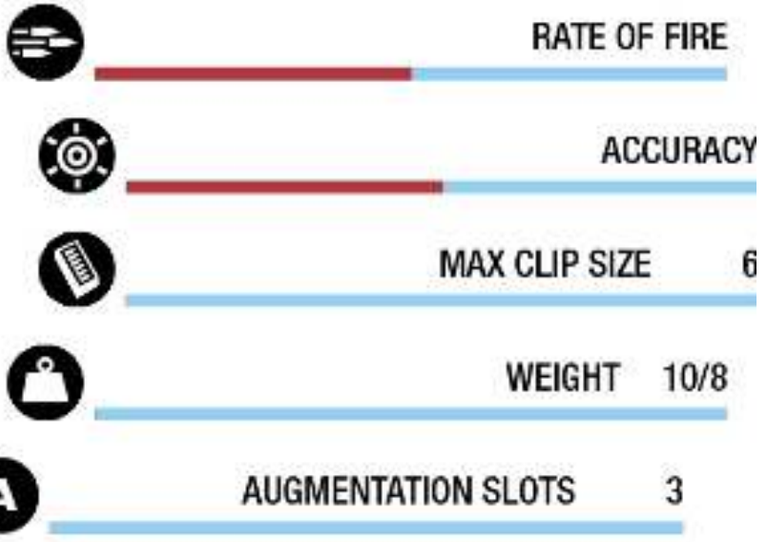
Type	Kett SMG
Firing Type	Automatic
Ballistic Type	Plasma Rounds (projectile)
Unique Properties	Increasing fire rate with every shot
Materials	Kett Alloy, Scale Fibers, Cadmium, Vanadium
Blueprint Cost	150 (25)

SCORPION



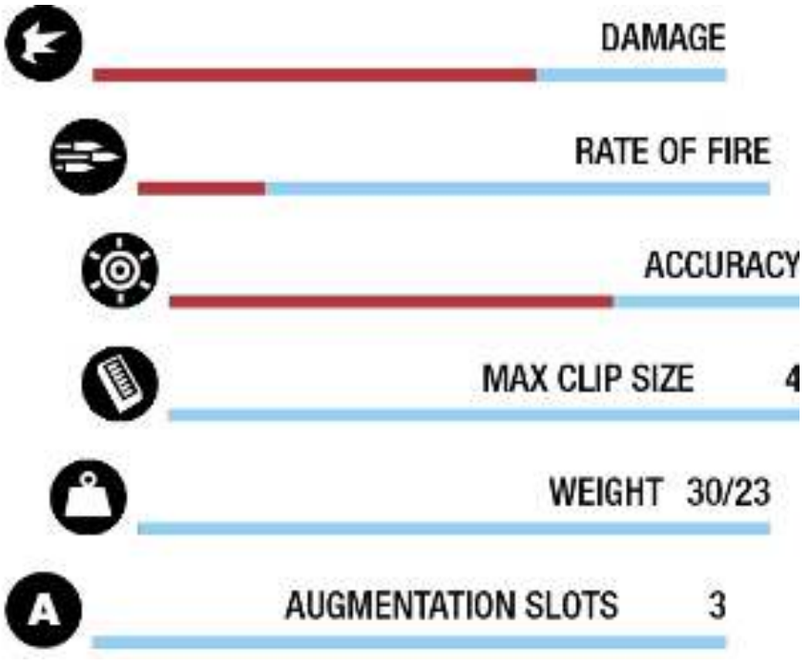
Type	MWS Heavy Pistol
Firing Type	Semi-Automatic
Ballistic Type	Sticky Grenades (projectile)
Unique Properties	Fires explosive, sticky rounds
Materials	Omni-Gel Canister, Graphite, Lithium, Element Zero
Blueprint Cost	125 (15)

SIDEWINDER

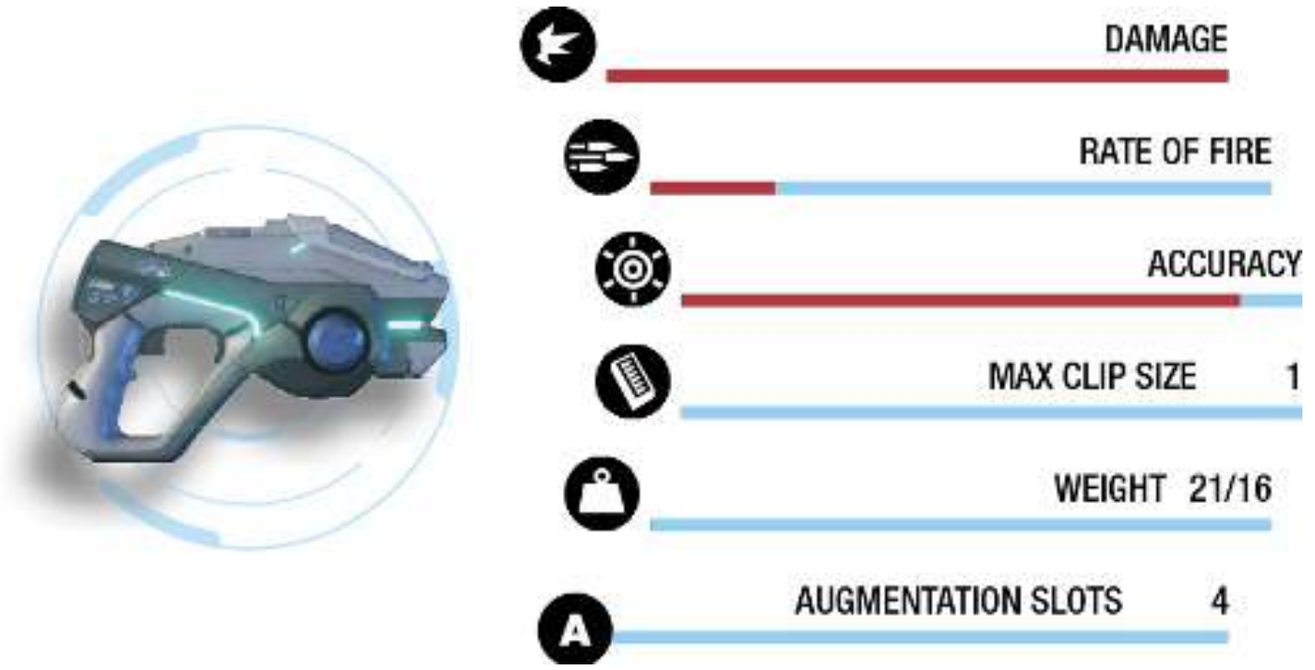


Type	MWS Handgun
Firing Type	Semi-Automatic
Ballistic Type	Standard (hitscan)
Unique Properties	—
Materials	Omni-Gel Canister, Beryllium, Nickel, Vanadium
Blueprint Cost	125 (15)

TALON



Type	MWS Handgun
Firing Type	Semi-Automatic
Ballistic Type	Shotgun Shot (hitscan)
Unique Properties	Shotgun spread, multiple pellets
Materials	Omni-Gel Canister, Graphite, Nickel, Element Zero
Blueprint Cost	125 (15)



Type	Angaran Heavy Pistol
Firing Type	Single Shot
Ballistic Type	Plasma Discharge (hitscan)
Unique Properties	—
Materials	Angaran Meditation Crystal, Shell Filaments, Lithium, Vanadium
Blueprint Cost	150 (25)

MASS EFFECT ANDROMEDA

Weapons

Shotguns

OHRN

Type	Kett Shotgun
Firing Type	Semi-Automatic
Ballistic Type	Plasma Slug (projectile)
Unique Properties	Fires a single plasma projectile, non-spread
Materials	Kett Alloy, Scale Fibers, Nickel, Vanadium
Blueprint Cost	150 (25)

DISCIPLE

Type	MWS Shotgun
Firing Type	Semi-Automatic
Ballistic Type	Shotgun Shot (hitscan)
Unique Properties	—
Materials	Omni-Gel Canister, Iron, Fluorite, Element Zero
Blueprint Cost	—

HESH

Type	Kett Shotgun
Firing Type	Semi-Automatic
Ballistic Type	Plasma Shotgun Slug (hitscan)
Unique Properties	—
Materials	Kett Alloy, Beryllium, Lithium, Vanadium
Blueprint Cost	125 (15)

M-23 KRTNNR

Type	MWS Shotgun
Firing Type	Semi-Automatic
Ballistic Type	Shotgun Shot (hitscan)
Unique Properties	—
Materials	Omni-Gel Canister, Iron, Cadmium, Vanadium
Blueprint Cost	—

N1 CRUSADER

Type	MWS Shotgun
Firing Type	Semi-Automatic
Ballistic Type	Shotgun Shot (hitscan)
Unique Properties	Fires single hitscan shot, non-spread
Materials	Omni-Gel Canister, Copper, Cadmium, Vanadium
Blueprint Cost	150 (25)

N1 PRNNR

Type	MWS Assault Shotgun
Firing Type	Automatic
Ballistic Type	Shotgun Shot (hitscan)
Unique Properties	Semi-automatic
Materials	Omni-Gel Canister, Copper, Lithium, Vanadium
Blueprint Cost	125 (15)

REEGRR CARBINE

Type	MWS Beam Rifle
Firing Type	Continuous
Ballistic Type	Energy Beams
Unique Properties	Fires short-range electricity
Materials	Omni-Gel Canister, Copper, Fluorite, Element Zero
Blueprint Cost	125 (15)

RUZRD

Type	MWS Shotgun
Firing Type	Semi-Automatic
Ballistic Type	Shotgun Shot (hitscan)
Unique Properties	—
Materials	Omni-Gel Canister, Iron, Nickel, Element Zero
Blueprint Cost	100 (10)

SCATTERSHOT

Type	Remnant Shotgun
Firing Type	Semi-Automatic
Ballistic Type	Tracking Particle Blasts (projectile)
Unique Properties	Heat-based reload system
Materials	Remnant Polymer, Magnesium, Lithium, Vanadium
Blueprint Cost	150 (25)

VENOM

Type	MWS Grenade Launcher
Firing Type	Semi-Automatic
Ballistic Type	Cluster Grenades (projectile)
Unique Properties	Fires lobbed, explosive rounds
Materials	Omni-Gel Canister, Beryllium, Cadmium, Vanadium
Blueprint Cost	125 (15)

MASS EFFECT ANDROMEDA

Weapons

Sniper Rifles

BLACK WIDOW

DAMAGE
RATE OF FIRE
ACCURACY
MAX CLIP SIZE 3
WEIGHT 55/43
AUGMENTATION SLOTS 4

Type	M445 Sniper Rifle
Firing Type	Single Action
Ballistic Type	Standard (Hitscan)
Unique Properties	—
Materials	Omni-Gel Canister, Beryllium, Lithium, Element Zero
Blueprint Cost	150 (25)

INCISOR

DAMAGE
RATE OF FIRE
ACCURACY
MAX CLIP SIZE 15
WEIGHT 50/39
AUGMENTATION SLOTS 2

Type	M445 Burst Rifle
Firing Type	(Three-Shot Charge) Semi-Automatic
Ballistic Type	Standard (Hitscan)
Unique Properties	—
Materials	Omni-Gel Canister, Iron, Lithium, Element Zero
Blueprint Cost	—

INFERNO

DAMAGE
RATE OF FIRE
ACCURACY
MAX CLIP SIZE 6
WEIGHT 45/35
AUGMENTATION SLOTS 4

Type	Remnant Sniper Rifle
Firing Type	Semi-Automatic
Ballistic Type	Particle Bursts (Hitscan)
Unique Properties	Heat-based reload system
Materials	Remnant Polymer, Magnesium, Cadmium, Vanadium
Blueprint Cost	150 (25)

ISHWWY

DAMAGE
RATE OF FIRE
ACCURACY
MAX CLIP SIZE 1
WEIGHT 60/47
AUGMENTATION SLOTS 3

Type	Angaran Sniper Rifle
Firing Type	Single Action
Ballistic Type	Plasma Rounds (Hitscan)
Unique Properties	—
Materials	Angaran Meditation Crystal, Shell Filaments, Fluorite, Vanadium
Blueprint Cost	125 (15)

LPMYT

DAMAGE
RATE OF FIRE
ACCURACY
MAX CLIP SIZE 2
WEIGHT 50/39
AUGMENTATION SLOTS 3

Type	Kett Sniper Rifle
Firing Type	Single Action
Ballistic Type	Plasma Rounds (Hitscan)
Unique Properties	Can be charged for more damage
Materials	Kett Alloy, Beryllium, Cadmium, Element Zero
Blueprint Cost	—

M-98 INDRA

DAMAGE
RATE OF FIRE
ACCURACY
MAX CLIP SIZE 25
WEIGHT 45/35
AUGMENTATION SLOTS 3

Type	M445 Auto Sniper Rifle
Firing Type	Automatic
Ballistic Type	Standard (Hitscan)
Unique Properties	Automatic fire
Materials	Omni-Gel Canister, Graphite, Cadmium, Element Zero
Blueprint Cost	125 (15)

M1 VIRJINYT

DAMAGE
RATE OF FIRE
ACCURACY
MAX CLIP SIZE 5
WEIGHT 45/35
AUGMENTATION SLOTS 4

Type	M445 Sniper Rifle
Firing Type	Semi-Automatic
Ballistic Type	Standard (Hitscan)
Unique Properties	—
Materials	Omni-Gel Canister, Graphite, Nickel, Vanadium
Blueprint Cost	150 (25)

NPLJKDEN

DAMAGE
RATE OF FIRE
ACCURACY
MAX CLIP SIZE 4
WEIGHT 55/43
AUGMENTATION SLOTS 4

Type	Kett Plasma Rifle
Firing Type	Single Action
Ballistic Type	Explosive Plasma Round (Hitscan)
Unique Properties	Causes area-of-effect damage
Materials	Kett Alloy, Scale Fibers, Nickel, Vanadium
Blueprint Cost	150 (25)

RRPTOS

DAMAGE
RATE OF FIRE
ACCURACY
MAX CLIP SIZE 15
WEIGHT 40/31
AUGMENTATION SLOTS 2

Type	M445 Auto Sniper Rifle
Firing Type	Automatic
Ballistic Type	Standard (Hitscan)
Unique Properties	Automatic fire
Materials	Omni-Gel Canister, Iron, Fluorite, Vanadium
Blueprint Cost	—

SHROOW

DAMAGE
RATE OF FIRE
ACCURACY
MAX CLIP SIZE 40
WEIGHT 55/43
AUGMENTATION SLOTS 3

Type	Remnant Beam Rifle
Firing Type	Continuous Beam
Ballistic Type	Particle Beam
Unique Properties	Heat-based reload system
Materials	Remnant Polymer, Silicon, Lithium, Element Zero
Blueprint Cost	125 (15)

VYNOLUSHER

DAMAGE
RATE OF FIRE
ACCURACY
MAX CLIP SIZE 4
WEIGHT 45/35
AUGMENTATION SLOTS 3

Type	M445 Sniper Rifle
Firing Type	Single Action
Ballistic Type	Standard (Hitscan)
Unique Properties	—
Materials	Omni-Gel Canister, Copper, Nickel, Vanadium
Blueprint Cost	125 (15)

VYPER

DAMAGE
RATE OF FIRE
ACCURACY
MAX CLIP SIZE 3
WEIGHT 50/39
AUGMENTATION SLOTS 2

Type	M445 Sniper Rifle
Firing Type	Single Action
Ballistic Type	Standard (Hitscan)
Unique Properties	—
Materials	Omni-Gel Canister, Iron, Nickel, Vanadium
Blueprint Cost	—

WIDOW

DAMAGE
RATE OF FIRE
ACCURACY
MAX CLIP SIZE 1
WEIGHT 65/51
AUGMENTATION SLOTS 2

Type	M445 Sniper Rifle
Firing Type	Single Shot
Ballistic Type	Standard (Hitscan)
Unique Properties	—
Materials	Omni-Gel Canister, Copper, Cadmium, Element Zero
Blueprint Cost	—

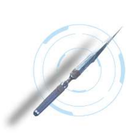
Melee Weapons

Type: There are four distinct types of melee weapons, each with its own strengths and weaknesses. Daggers are quick but deal less damage and have a shorter range, while swords have a longer start-up time but deal the most damage. Additionally, the Asari Sword infuses the user with biotic powers, allowing the wielder to blink forward before striking.

Damage: The amount of damage the weapon deals in one blow, using a scale rated against the highest-damage and lowest-damage melee weapons. Damage of the Kett Vakarsh includes its burn damage over time.

Attack Speed: The faster the weapon's attack speed, the less start-up time it takes to strike after the Melee Attack command is issued.

ANGARAN FIRAN



Type	Angaran Dagger
Unique Properties	Bonus damage to armor health
Materials	Omni-Gel Canister, Shell Filaments, Nickel, Vanadium
Blueprint Cost	100 (10)

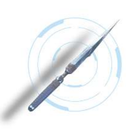
ASARI SWORD

Type	MWS Sword
Unique Properties	Wielder performs biotic blink forward before striking
Materials	Omni-Gel Canister, Beryllium, Fluorite, Vanadium
Blueprint Cost	150 (25)

BIOTIC AMPLIFIER

Type	MWS Fist
Unique Properties	Causes stagger
Materials	Omni-Gel Canister, Iron, Lithium, Element Zero
Blueprint Cost	—

ELECTRIC FIRAN

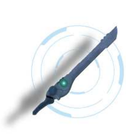


Type	Angaran Dagger
Unique Properties	Stuns enemies and primes them for a tech combo
Materials	Angaran Meditation Crystal, Shell Filaments, Lithium, Vanadium
Blueprint Cost	125 (15)

KETT CARFALON

Type	Kett Sword
Unique Properties	Increases wielder's damage resistance on successful strikes
Materials	Kett Alloy, Copper, Cadmium, Vanadium
Blueprint Cost	125 (15)

KETT VAKARSH



Type	Kett Sword
Unique Properties	Inflicts burn damage over time and primes the target for a fire combo
Materials	Kett Alloy, Copper, Cadmium, Element Zero
Blueprint Cost	150 (25)

KROGAN HAMMER

Type	MWS Hammer
Unique Properties	Heavy impact, knocks away enemies
Materials	Omni-Gel Canister, Iron, Lithium, Element Zero
Blueprint Cost	125 (15)

OMNI-BLADE

Type	MWS Fist
Unique Properties	—
Materials	Omni-Gel Canister, Silicon, Nickel, Vanadium
Blueprint Cost	—

REMNANT CRYO GAUNTLET

Type	Remnant Fist
Unique Properties	Causes freeze effect and primes the target for a cryo combo
Materials	Omni-Gel Canister, Beryllium, Fluorite, Vanadium
Blueprint Cost	150 (25)

Armor

Overview

Name: Armor names vary within a set. For instance, the first Heleus helmet is named “Heleus Defender Helmet I,” the third rank is “Heleus Champion Helmet III,” and the fifth is “Helmet Champion Helmet V.” Name difference is accompanied with slightly altered aesthetics.

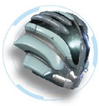
Stat Boosts: The armor system is a bit different from conventional armor systems found in other games. Armor does not inherently improve defense. Instead, each set provides unique bonuses catering to certain strengths and playstyles. The stat boost values listed in the following section show the value provided of the first rank of the item, followed by the value provided by the fifth and tenth rank. For example, the first rank of the angaran helmet boosts tech power damage (3/7/12%) by 3%, the fifth rank boosts it by 7%, and the tenth rank boosts it by 12%. Values of ranks in between progressively increase as expected.

Augmentation Slots: Number of augmentations that can be applied when crafting this weapon through the research-and-development console. **Unlike crafted** weapons, the first rank of armors **does have** augmentation slots.

Blueprint Cost: Amount of research data (RD) required of its technology type (MWS, angara/kett, Remnant) to purchase the blueprint of the first rank of the item. The value in parentheses is how much the cost increases per extra rank (e.g., Cyclone Rank 1 costs 100 MWS RD; Rank 2 costs 110).

Armor
Helmet

ANGARAN



2 AUGMENTATION SLOTS

Technology Type	Angara (Alien RD)
Stat Boosts	+3/7/12% Tech Power Damage+3/7/12% Tech Effect Duration+2/7/12% Max Shields
Materials	Angaran Meditation Crystal, Shell Filaments, Iridium, Titanium
Blueprint Cost	35 (5)

HELIEUS DEFENDER

2 AUGMENTATION SLOTS

Technology Type	MWS/Angara/Kett (Alien RD)
Stat Boosts	+7/15/25% Power Damage+2/6/8% Weapon Damage
Materials	Omni-Gel Canister, Angaran Meditation Crystal, Kett Alloy, Remnant Polymer, Remnant Core
Blueprint Cost	70 (10)

HYPERGUARDIAN

2 AUGMENTATION SLOTS

Technology Type	MWS
Stat Boosts	+5/15/20% Max Health+1/7/12% Max Shields
Materials	Omni-Gel Canister, Scale Fibers, Nickel, Titanium
Blueprint Cost	35 (5)

INITIATIVE

2 AUGMENTATION SLOTS

Technology Type	MWS
Stat Boosts	+2/4/6% Encounter XP Increase+0/7/12% Max Shields
Materials	Omni-Gel Canister, Beryllium, Fluorite, Titanium
Blueprint Cost	—

KETT

2 AUGMENTATION SLOTS

Technology Type	Kett (Alien RD)
Stat Boosts	+3/7/12% Combat Power Damage+1/5/10% Weapon Damage
Materials	Kett Alloy, Renderable Plates, Cadmium, Eiroch Fluid Sac
Blueprint Cost	50 (5)

MAVERICK

2 AUGMENTATION SLOTS

Technology Type	MWS
Stat Boosts	+3/7/12% Weapon Headshot/Weak Point Bonus+3/10/15% Weapon Spare Ammo
Materials	Omni-Gel Canister, Soft Chitin, Uranium, Platinum
Blueprint Cost	—

N7

2 AUGMENTATION SLOTS

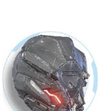
Technology Type	MWS
Stat Boosts	+3/7/12% Biotic Power Damage+2/7/12% Max Shields
Materials	Omni-Gel Canister, Copper, Iridium, Platinum
Blueprint Cost	50 (5)

PATHFINDER

2 AUGMENTATION SLOTS

Technology Type	MWS
Stat Boosts	+2/7/12 Damage Resistance+5/15/20% Weapon Accuracy
Materials	Omni-Gel Canister, Iron, Cadmium, Titanium
Blueprint Cost	—

REMNANT



2 AUGMENTATION SLOTS

Technology Type	Remnant
Stat Boosts	+2/7/12 Damage Resistance+5/12/17% Health Regeneration+5/12/17% Shield Regeneration
Materials	Remnant Polymer, Silicon, Uranium, Titanium
Blueprint Cost	50 (5)

MASS EFFECT ANDROMEDA

Armor
Chest

ANGARAN

4 AUGMENTATION SLOTS

Technology Type	Angara (Alien RD)
Stat Boosts	+4/8/13% Tech Power Damage+4/8/13% Tech Effect Duration+4/10/15% Max Shields+10/20/25% Tech Construct Damage
Materials	Angaran Meditation Crystal, Shell Filaments, Iridium, Titanium
Blueprint Cost	70 (10)

Technology Type	MWS/Angara/Kett (Alien RD)
Stat Boosts	+7/15/25% Power Damage+2/6/8% Weapon Damage+10/20/30 Damage Resistance
Materials	Omni-Gel Canister, Angaran Meditation Crystal, Kett Alloy, Remnant Polymer, Remnant Core
Blueprint Cost	230 (30)

HYPERGUARDIAN

4 AUGMENTATION SLOTS

Technology Type	MWS
Stat Boosts	+10/20/25% Max Health+2/10/15% Max Shields+20/30/40% Melee Damage
Materials	Omni-Gel Canister, Scale Fibers, Nickel, Titanium
Blueprint Cost	70 (10)

INITIATIVE

4 AUGMENTATION SLOTS

Technology Type	MWS
Stat Boosts	+2/4/6% Encounter XP Increase+0/10/15% Max Shields
Materials	Omni-Gel Canister, Beryllium, Fluorite, Titanium
Blueprint Cost	—

KETT

4 AUGMENTATION SLOTS

Technology Type	Kett (Alien RD)
Stat Boosts	+4/8/13% Combat Power Damage+1/5/10% Weapon Damage+25% to all Combat Power Cell Capacities
Materials	Kett Alloy, Renderable Plates, Cadmium, Eiroch Fluid Sac
Blueprint Cost	100 (10)

MAVERICK

4 AUGMENTATION SLOTS

Technology Type	MWS
Stat Boosts	+3/7/12% Weapon Headshot/Weak Point Bonus+3/10/15% Weapon Spare Ammo+5/15/20% Weapon Damage
Materials	Omni-Gel Canister, Soft Chitin, Uranium, Platinum
Blueprint Cost	—

HELEUS DEFENDER

4 AUGMENTATION SLOTS

N7

4 AUGMENTATION SLOTS

Technology Type	MWS
Stat Boosts	+4/10/15% Max Shields+4/8/13% Biotic Power Damage+5/15/20% Biotic Recharge Speed
Materials	Omni-Gel Canister, Copper, Iridium, Platinum
Blueprint Cost	100 (10)

PATHFINDER

4 AUGMENTATION SLOTS

Technology Type	MWS
Stat Boosts	+4/10/15 Damage Resistance+5/15/20% Weapon Accuracy+15/30/40% Power Restoration & Defense
Materials	Omni-Gel Canister, Iron, Cadmium, Titanium
Blueprint Cost	—

REMNANT

4 AUGMENTATION SLOTS

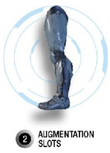
Technology Type	Remnant
Stat Boosts	+4/10/15 Damage Resistance+5/12/17% Health & Shield Regeneration +15/30/40% Health & Shield Regeneration Delay Reduction
Materials	Remnant Polymer, Silicon, Uranium, Titanium
Blueprint Cost	100 (10)

ANGARAN

2 AUGMENTATION SLOTS

Technology Type	Angara (Alien RD)
Stat Boosts	+3/7/12% Tech Power Damage+3/7/12% Tech Effect Duration+2/7/12% Max Shields
Materials	Angaran Meditation Crystal, Shell Filaments, Iridium, Titanium
Blueprint Cost	35 (5)

HYPERGUARDIAN



2 AUGMENTATION SLOTS

Technology Type	MWS
Stat Boosts	+5/15/20% Max Health+1/7/12% Max Shields
Materials	Omni-Gel Canister, Scale Fibers, Nickel, Titanium
Blueprint Cost	35 (5)

INITIATIVE

2 AUGMENTATION SLOTS

Technology Type	MWS
Stat Boosts	+2/4/6% Encounter XP Increase+0/7/12% Max Shields
Materials	Omni-Gel Canister, Beryllium, Fluorite, Titanium
Blueprint Cost	—

KETT

2 AUGMENTATION SLOTS

Technology Type	Kett (Alien RD)
Stat Boosts	+3/7/12% Combat Power Damage+1/5/10% Weapon Damage
Materials	Kett Alloy, Renderable Plates, Cadmium, Eiroch Fluid Sac
Blueprint Cost	50 (5)

MAVERICK

2 AUGMENTATION SLOTS

Technology Type	MWS
Stat Boosts	+3/7/12% Weapon Headshot/Weak Point Bonus+3/10/15% Weapon Spare Ammo
Materials	Omni-Gel Canister, Soft Chitin, Uranium, Platinum
Blueprint Cost	—

N7

2 AUGMENTATION SLOTS

Technology Type	MWS
Stat Boosts	+3/7/12% Biotic Power Damage+2/7/12% Max Shields
Materials	Omni-Gel Canister, Copper, Iridium, Platinum
Blueprint Cost	50 (5)

PATHFINDER

2 AUGMENTATION SLOTS

Technology Type	MWS
Stat Boosts	+2/7/12 Damage Resistance+5/15/20% Weapon Accuracy
Materials	Omni-Gel Canister, Iron, Cadmium, Titanium
Blueprint Cost	—

REMNANT

2 AUGMENTATION SLOTS

Technology Type	Remnant
Stat Boosts	+2/7/12 Damage Resistance+5/12/17% Health & Shield Regeneration
Materials	Remnant Polymer, Silicon, Uranium, Titanium
Blueprint Cost	50 (5)

ANGARAN

2 AUGMENTATION SLOTS

Technology Type	Angara (Alien RD)
Stat Boosts	+3/7/12% Tech Power Damage+3/7/12% Tech Effect Duration+2/7/12% Max Shields
Materials	Angaran Meditation Crystal, Shell Filaments, Iridium, Titanium
Blueprint Cost	35 (5)

HYPERGUARDIAN

2 AUGMENTATION SLOTS

Technology Type	MWS
Stat Boosts	+5/15/20% Max Health+1/7/12% Max Shields
Materials	Omni-Gel Canister, Scale Fibers, Nickel, Titanium
Blueprint Cost	35 (5)

INITIATIVE

2 AUGMENTATION SLOTS

Technology Type	MWS
Stat Boosts	+2/4/6% Encounter XP Increase+0/7/12% Max Shields
Materials	Omni-Gel Canister, Beryllium, Fluorite, Titanium
Blueprint Cost	—

KETT

2 AUGMENTATION SLOTS

Technology Type	Kett (Alien RD)
Stat Boosts	+3/7/12% Combat Power Damage+1/5/10% Weapon Damage
Materials	Kett Alloy, Renderable Plates, Cadmium, Eiroch Fluid Sac
Blueprint Cost	50 (5)

MAVERICK

2 AUGMENTATION SLOTS

Technology Type	MWS
Stat Boosts	+3/7/12% Weapon Headshot/Weak Point Bonus+3/10/15% Weapon Spare Ammo
Materials	Omni-Gel Canister, Soft Chitin, Uranium, Platinum
Blueprint Cost	—

N7

2 AUGMENTATION SLOTS

Technology Type	MWS
Stat Boosts	+3/7/12% Biotic Power Damage+2/7/12% Max Shields
Materials	Omni-Gel Canister, Copper, Iridium, Platinum
Blueprint Cost	50 (5)

PATHFINDER

2 AUGMENTATION SLOTS

Technology Type	MWS
Stat Boosts	+2/7/12 Damage Resistance+5/15/20% Weapon Accuracy
Materials	Omni-Gel Canister, Iron, Cadmium, Titanium
Blueprint Cost	—

REMNANT

2 AUGMENTATION SLOTS

Technology Type	Remnant
Stat Boosts	+2/7/12 Damage Resistance+5/12/17% Health & Shield Regeneration
Materials	Remnant Polymer, Silicon, Uranium, Titanium
Blueprint Cost	50 (5)

MASS EFFECT ANDROMEDA

Augmentations and Resources

Augmentations

Augmentations are permanent mods applied to an item during its development through the research-and-development interface. This technology is exceptionally impactful, compared to the standard hot-swappable mod, and can drastically alter weapons and armor. Most generic augmentations can be purchased from vendors (the General Merchant in the Nexus Common Area offers a large selection), while others can be created through research and development.

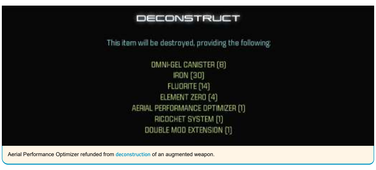
It's important to note that while the augmentation is "consumed" upon use, the augmentation is refunded when the augmented item is deconstructed. So even though researched augmentations are limited in supply, you can reuse the special augmentation as long as you deconstruct the item it's installed on.

RESEARCHED AUGMENTATIONS

Researched augmentations can only be purchased once. As mentioned, items augmented with these must be deconstructed if the augmentation is to be recycled/reused. Several of these are unique augmentations that drastically modify weapon behavior.

Type: Some augmentations can be applied to different sets of equipment with varying effects, while others can be applied to any crafted item.

Cost: Amount of research data (RD) of the specified tech it costs to purchase the augmentation.



Aerial Performance Optimizer refunded from deconstruction of an augmented weapon.

MILKY WAY TECH

NAME	TYPE	DESCRIPTION	COST
Aerial Lubricant	Gun, Arms	(Weapon) When hovering: +35% Rate of Fire (Arms) When hovering: +35% Tech Damage	50
Aerial Performance Optimizer	Gun, Arms	(Weapon) When hovering: +35% Weapon Damage (Arms) When hovering: +35% Combat Damage	50
Aerial Stabilizer	Gun, Arms	(Weapon) When hovering: +35% Weapon Accuracy (Arms) When hovering: +35% Biotic Damage	50
Electrical Conduits	Gun, Chest	(Gun) Streams of electricity (Chest) Stuns melee attackers with electrical damage	200
Equilibrium Regulator	Gun	5% damage bonus when moving slowly with a drawn weapon, +10% when moving faster	50
Grenade Launcher	Gun	(Non-shotgun weapon) Each projectile fired is now a grenade (Shotgun) Each pellet fired is now a grenade but with reduced damage	200
Sticky Grenade Launcher	Gun	(Non-shotgun weapon) Each projectile is now a sticky grenade (Shotgun) Each pellet is now a sticky grenade, with lower damage per pellet	200
Rebalanced Field Coils	Gun, Chest	(Gun) For the last 20% of the clip's ammo: +10% Damage (Chest) Increases weapon accuracy by 10% when standing still	50
Vintage Heat Sink	Gun	Ammo refills automatically after a delay; no longer uses traditional ammo clips	200

ALIEN TECH (ANGARA/KETT)

NAME	TYPE	DESCRIPTION	COST
Battlefield Assist Module	Gun, Chest	(Weapon) When health and shields are full: +20% Damage (Chest) When health is 20% or lower: +25% Resistance to All Damage	50
Bio-Converter	Gun	When the current ammo clip is empty, drains 5% of health and refills the clip	50
Concentration Module	Gun	When shields are 20% or lower: +10% Weapon Accuracy	50
Coolant Unit	Gun	Increases clip size by 20% when special ammo is active	50
Plasma Charge System	Gun	(Non-shotgun weapon) Fires direct-line explosive plasma bolts; charges weapon to fire a devastating blast (Shotgun) Fires direct-line explosive plasma bolts (each less damage than normal rounds), charges weapon for a more devastating blast	200
Ricochet System	Gun	Each projectile can bounce off flat surfaces	100
Seeking Plasma System	Gun	Changes weapon projectile to seeking plasma bolts	100

REMNANT TECH

NAME	TYPE	DESCRIPTION	COST
Beam Emitter	Gun	Changes weapon-fire type to an energy beam	200
Cryo Condenser	Gun, Legs	(Weapon) Cryo ammo freeze duration: +100% (Legs) On jump melee, Cryo Blast: +50% Cold Damage	50
Heat Inducer	Gun, Legs	(Weapon) Incendiary ammo: +25% Damage (Legs) On jump melee, Inferno Blast: +50% Heat Damage	50
Power Booster	Gun, Chest	(Weapon) When current clip is full: +20% Power Damage (Chest) When health is 30% or less: +25% Power Status Effect Duration	100
Shield Disruptor	Gun, Legs	(Weapon) Disruptor ammo: +25% Shield Damage (Legs) On jump melee, Shock Blast: +50% Electrical Damage	50
Shield Oscillator	Gun, Chest	(Weapon) When clip empties: Restores 25% shields (Chest) On enemy killed: Restores 25% shields	200
Shield Sensors	Gun, Chest	(Weapon) 25% chance to gain 50% clip ammo when shields are broken (Chest) 25% chance to recover 10% of health when shields are broken	50

GENERAL AUGMENTATIONS

Most of the following augmentations can be applied multiple times per weapon but only enhance stats in minor ways.

NAME	TYPE	DESCRIPTION
Anti-Armor Module	Any	(Weapon) +5% Power Damage Bonus to Armor (Gear) +2% Power Damage Bonus to Armor
Automatic Fire System	Gun	Changes weapon-fire type to automatic
Biotic Damage Booster	Any	(Weapon) +5% Biotic Power Damage (Gear) +2% Biotic Power Damage
Biotic Recharge Module	Any	(Weapon) +5% Biotic Recharge Speed (Gear) +2% Biotic Recharge Speed
Burst Fire System	Gun	Changes weapon-fire type to burst
Combat Power Module	Any	(Weapon) +5% Combat Power Damage (Gear) +2% Combat Power Damage
Combat Recharge Module	Any	(Weapon) +5% Combat Recharge Speed (Gear) +2% Combat Recharge Speed
Double Mod Extension	Gun	+2 Mod Slots
Duration Boost Module	Any	(Weapon) +5% to All Power Effect Durations (Gear) +2% to All Power Effect Durations
Kinetic Coil	Gun, Chest	(Weapon) +3% Weapon Damage (Chest) +5 Damage Resistance
Medi-Gel Regulator	Gear	(Gear) +2% Max Health
Mod Slot Extension	Gun	+1 Mod Slot
Newtonian Multiplier	Any	(Weapon) +5% Power Force (Gear) +2% Power Force
Reaction Displacer	Any	(Weapon) +5% All Combo Radiuses (Gear) +2% All Combo Radiuses
Reaction Optimizer	Any	(Weapon) +5% All Combo Damage (Gear) +2% All Combo Damage
Shield Accelerator	Gear	(Gear) +2% Health & Shield Regeneration Delay Reduction
Shield Booster	Gear	(Gear) +2% Max Shields
Shield Bypass Unit	Any	(Weapon) +5% Power Damage Bonus to Shields (Gear) +2% Power Damage Bonus to Shields
Shield Generator	Gear	(Gear) +2% Shield Regeneration
Single Fire System	Gun	Changes weapon-fire type to single shot
Support Power Module	Any	(Weapon) +5% Power Restoration & Defense (Gear) +2% Power Restoration & Defense
Tech Damage Module	Any	(Weapon) +5% Tech Power Damage (Gear) +2% Tech Power Damage
Tech Recharge Module	Any	(Weapon) +5% Tech Recharge Speed (Gear) +2% Tech Recharge Speed

MASS EFFECT ANDROMEDA

Augmentations and Resources

Consumables

Consumables are extra, limited resources that are highly impactful to your combat effectiveness. There are a variety of consumables, each with specific uses ranging from shield restoration to damage amplification.

NAME	DESCRIPTION	DETAILS
Backup Life Support	Boosts life-support capacity and allows a user to survive hazardous environments longer outside of the Nomad. No effect on combat.	Decreases hazard damage to life-support gauge
Cobra RPG	Capable of taking down most enemies with a single projectile.	Deals a large amount of damage over an area. Damage dealt is scaled based on type of enemy hit. Instantly destroys most standard infantry
Cryo Ammo	Shots slow enemies and deal moderate bonus damage to armor. Lasts for the next three clips of the currently equipped gun.	Adds freezing effect to ammo: 3 * Weapon Clip Size
Disruptor Ammo	Shots stun enemies and deal large bonus damage to shields. Lasts for the next three clips of the currently equipped gun.	Adds stun/electricity effect to ammo: 3 * Weapon Clip Size
Incendiary Ammo	Shots burn enemies and deal large bonus damage to armor. Lasts for the next three clips of the currently equipped gun.	Adds burn effect to ammo: 3 * Weapon Clip Size
Overdrive Pack	Immediately reloads all weapons, recharges all powers, and temporarily boosts accuracy and damage reduction.	Accuracy increased by 25%+25 Damage ResistanceRefills ammo, resets power recharges
Shield Capacitors	Boosts maximum shields. Restores current shielding to the new maximum. The boost lasts until shields are broken.	Increases Max Shields by 20%, which can be increased with Consumable Effectiveness upgrades. Lasts until shields are broken

MASS EFFECT ANDROMEDA

Augmentations and Resources

Resources

This section covers all of the foundations of all craftable items.

Minerals are metals and elements that can be found through naturally-occuring formations on planets. Going out of your way to explore is usually rewarded with bountiful amounts of minerals.

Tech **materials** are “species”-specific base materials that are almost always required in crafting an item. An item’s technological origin is easily identified by its base material.

Bio materials are anatomical parts of animal wildlife used in creating equipment, usually of the Heleus cluster kind (since the wildlife you encounter are native to the area).

MINERALS

Mined From: While on foot, Ryder can mine most types of minerals with his omni-tool from almost anywhere. The planets listed in this column possess an abundant supply that can be mined using a mining drone deployed from the Nomad’s mining interface.

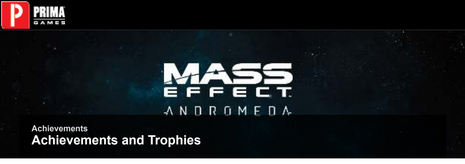
MINERAL	DESCRIPTION	MINED FROM
Aluminum (Al)	A valuable non-magnetic light metal, useful in construction and manufacturing despite its relatively low melting point.	Eos, Kadara
Beryllium (Be)	An ideal metal for lightweight construction in a variety of applications. Useful as an alloying element.	Voeld, Kadara
Cadmium (Cd)	A metal often used in constructing electronic components and in complex manufacturing.	—
Copper (Cu)	A noble metal with high conductivity that makes it useful for a variety of purposes.	Voeld, Kadara
Element Zero (Ez)	Electrically stimulated element zero creates “mass effect” fields. It’s the basis of much modern technology, including faster-than-light travel.	Voeld, Elaaden
Fluorite (F)	A mineral used for creating precision scientific lenses, among other applications.	—
Graphite (C)	The crystalline carbon mineral is an electrical conductor and a useful part of many manufacturing processes.	Eos, Elaaden
Iridium (Ir)	A hard, ultra-dense metallic element that is highly resistant to heat and corrosion.	—
Iron (Fe)	A common metallic element found in many planetary cores. Broadly useful for multiple engineering purposes.	Eos, Elaaden
Lithium (Li)	A useful light metal used in multiple engineering applications, including vehicle batteries, radiation shields, and high-quality steel production.	—
Magnesium (Mg)	A light and sturdy metal. Magnesium alloys are integral to many complex Initiative structures.	H-047c
Nickel (Ni)	A corrosion-resistant transition metal useful for manufacturing purposes.	Havarl
Platinum (Pt)	A malleable noble metal with multiple catalytic applications. Also possesses a degree of cultural cachet among humans.	Havarl, Voeld, H-047c
Silicon (Si)	A metalloid element useful in electronics manufacturing and the fabrication of ceramic compounds.	Elaaden, H-047c
Titanium (Ti)	An extremely strong transition metal vital for manufacturing starship components and other equipment.	Kadara, H-047c
Uranium (U)	A heavy, radioactive element valuable in nuclear technologies and, in its depleted state, for armor plating.	—
Vanadium (V)	A rare metal that can be used to produce various construction alloys.	Eos

TECH MATERIALS

TECH MATERIALS	DESCRIPTION	FOUND ON ENEMY
Angaran Meditation Crystal	An apparently delicate crystal incorporating angaran technology to produce an electromagnetic field. The field reacts soothingly with angaran biology but has other applications as well.	Angara/Roekaar
Kett **Alloy**	The kett utilize a number of unfamiliar alloys in their technology. At this time, the Initiative is unable to replicate most of them.	Kett
Omni-Gel Canister	A semi-molten mixture of alloys and synthetic polymers used in Milky Way technology for rapid fabrication.	Milky Way Exiles
Remnant **Polymer**	A synthetic polymer of incredible durability and conductive properties, fashioned by Remnant technology through unknown means.	Remnant

BIO MATERIALS

BIO MATERIALS	DESCRIPTION	DROPPED FROM
Eiroch Fluid Sac	Sacs inside eirochs contain a fluid used to suspend delicate electronic components. The standard synthetic alternative is in extremely short supply.	Eiroch, Fiend
Remnant **Core**	The compact core of Remnant circuitry and power cells has a limited self-repair capability. Properly stimulated, it might be able to “seed” similar tech into other devices.	Architect
Renderable Plates	The tissues of these animal plates can be rendered into a variety of adhesives and lubricants at a fraction of the cost of producing synthetic equivalents.	Adhi, Eiroch, Taurg, Galorn
Scale Fibers	These scales are layered with an unusual natural fiber similar to spider silk. It could be chemically modified to create a material with strength and elasticity.	Challyrion, Rylkor
Shell Filaments	A keratin-like structure forms the basis of shell plating on certain creatures. If replicated, this biopolymer could prove useful in kinetic padding.	Kaerkyn, Drall, Taurg, Echidna
Soft Chitin	The chitin of certain Heleus creatures is constantly strengthened and repaired by colonies of microorganisms. Study could lead to breakthroughs in materials technology.	Spitbug, Shemrys, Pallad



Achievements

Achievements and Trophies

Mass Effect: Andromeda features several Achievements and Trophies that you can unlock simply by playing through the game in various modes. The following table lists all of these unlocks, their requirements, and the gameplay mode required for each Achievement or Trophy.

NAME	DESCRIPTION	TYPE	UNLOCK REQUIREMENTS	PS4 TROPHY	XBOX ONE GAMERSCORE	ORIGIN POINTS
First Contact	Land on an alien planet	SP	Land on Habitat 7	Bronze	10	10
Data Mining	Scan 100 different objects	SP	—	Bronze	10	10
Terminator	Kill 2000 enemies	SP/MP	—	Bronze	15	15
Fireworks	Perform 100 power combos	SP/MP	—	Bronze	15	15
Death From Above	Kill 100 enemies while hovering	SP	—	Bronze	15	15
Close Combat Specialist	Kill 100 enemies with melee attacks	SP/MP	—	Bronze	15	15
With Our Powers Combined	Detonate 10 targets that were primed by another character	SP	—	Bronze	15	15
Pinpoint Shot	Hit 250 enemy weak points while using a scope (Single-Player)	SP	—	Bronze	15	15
Medic!	Perform 25 revivals on teammates	SP/MP	—	Bronze	15	15
Mastermind	Using constructs, kill 100 enemies	SP/MP	—	Bronze	10	10
Fastball	Hit an enemy with a thrown enemy 25 times	SP	—	Bronze	10	10
Trapshooter	Hit 25 floating enemies with Concussive Shot, Lance, or Incinerate	SP	—	Bronze	10	10
Sucker Punch	Hit 25 pulled enemies with a melee attack	SP	—	Bronze	10	10
Icebreaker	Shatter a frozen enemy with a jump melee attack	SP	—	Bronze	10	10
Rough Landing	Detonate a trip mine with a thrown enemy	SP	—	Bronze	10	10
Friendly Fire	Direct your Remnant VI to attack each type of Remnant enemy	SP	Required enemies: Breacher, Destroyer, Assembler, Observer, Nullifier, and Architect	Bronze	10	10
Pyrotechnics Expert	Light three enemies on fire with one continuous Flamethrower attack	SP	—	Bronze	10	10
Long-Distance Jump	Travel at least 30m in a single jump	SP	—	Bronze	10	10
Matchmaker	Romance three different characters (across all playthroughs)	SP	—	Bronze	20	20
Vanguard Surprise	Hit an enemy with a Charge attack out of Tactical Cloak	SP	—	Bronze	10	10
Hang Time	Keep the Nomad airborne for 35 seconds	SP	—	Bronze	10	10
Unwavering	Complete an "Insanity" Single-Player game, or "Gold" Multiplayer extractions from each firebase.	SP/MP	—	Gold	90	90
Veteran	Successfully complete a combined 25 strike team missions or APEX Multiplayer mode extractions	SP/MP	—	Silver	30	30
APEX	Complete the tutorial mission in Multiplayer	MP	—	Bronze	10	10
Explorer	Complete a combined 5 strike team missions or APEX Multiplayer mode extractions	SP/MP	—	Bronze	10	10
Mission Accomplished	Activate Meridian	SP	—	Silver	30	30
Activation	Activate the Remnant city	SP	Complete Mission 5	Bronze	20	20
Family Connections	Reboot the Pathfinder	SP	Complete sibling portion of Mission 7	Bronze	20	20
Liberation	Free the salarian ark	SP	Complete Mission 4	Bronze	20	20
Foothold	Establish an outpost	SP	Eos outpost creation in Mission 1.5	Bronze	15	15
Exaltation	Destroy the exaltation facility or save the angaran prisoners	SP	Mission 3 key plot choice	Bronze	15	15
First Steps	Meet the angara on Aya	SP	Mission 2.5	Bronze	15	15
Alliance	Ally with an Outlaw faction	SP	Kadara Hub "High Noon" side quest	Bronze	15	15
Pathfinder	Become the new Pathfinder	SP	Granted on Hyperion after Mission 1	Bronze	15	15
Initiated	Gain access to the Tempest	SP	Get the Tempest in Mission 1.5	Bronze	15	15
World-Shaper	Activate the first Remnant vault	SP	Complete Eos Vault Mission 2	Bronze	15	15
Buccaneer	Recover the krogan colony ship	SP	Drack Loyalty	Bronze	15	15
Building Bridges	Stop the Roekaar leader	SP	Jaal Loyalty	Bronze	15	15
United	Unite the outposts against a common threat	SP	Liam Loyalty	Bronze	15	15
Helping Hand	Lend a helping hand to Vetra's sister	SP	Vetra Loyalty	Bronze	15	15
Signal Tracking	Find the source of the strange signal Peebee discovered	SP	Peebee Loyalty	Bronze	15	15
Role Model	Rescue the asari ark	SP	Asari Ark B-Story / Cora Loyalty	Bronze	15	15
Full Roster	In Single-Player mode, recruit all six squadmates	SP	Granted after conversation on Tempest after Jaal joins team	Bronze	15	15
Peak Condition	Reach Level 40 in Single-Player or Level 20 in Multiplayer	SP/MP	—	Silver	30	30
Kitted Out	Kill a foe with a Rank 5 weapon in a Single-Player game or equip a Rank 10 weapon in Multiplayer	SP/MP	—	Silver	30	30
High Performance	Unlock Rank 6 for each Single-Player profile type, or obtain a Level 6 Multiplayer bonus stat	SP/MP	—	Silver	30	30
Full Power	Evolve one tech, combat, and biotic power to Rank 6	—	—	Bronze	20	20
Almost There	Reach Level 25 in Single-Player or Level 15 in Multiplayer	SP/MP	—	Bronze	20	20
Teamwork	Create six strike teams or earn 25 assist medals in Multiplayer mode	SP/MP	—	Bronze	20	20
Top Talent	Have a Level 20 strike team	SP/MP	—	Bronze	20	20
Jack Of All Trades	Equip three different types of profiles	SP	—	Bronze	10	10
All Clear	Increase all planets to 100% Viability (in a single playthrough)	SP	—	Gold	90	90
Terraformer	Increase a planet to 100% Viability	SP	—	Bronze	15	15
Craftsmanship	Craft a gun with three augments	SP	—	Bronze	10	10
Cryptographer	Complete 20 Remnant puzzles in a single playthrough	SP	—	Bronze	10	10
Andromeda's Finest (PS4 only)	Collect all trophies	—	—	Platinum	—	—

Multiplayer Basics

Overview

The Nexus began with a token security force, but when it encountered the **kett** and the other dangers of **the Heleus Cluster**, Tiran Kandros formed a militia to provide additional support. The militia is drawn from those with military training, ex-police and angara seeking revenge on the **kett**, and ordinary people determined to defend their new home. The militia polices and defends the Nexus and handles security and military issues.

In *Mass Effect: Andromeda*'s Multiplayer, you play as an APEX team, formed from the best of the best. These small squads are trusted with the most dangerous, exciting, and important missions. APEX defends colonies and their interests, pushes back the **kett**, handles unknown **Remnant** threats, and battles deadly **outlaws**. APEX teams are less like regular soldiers and more like an "A-Team" of talented individuals defending their homes and families.

This chapter breaks down the various elements that make up the Multiplayer experience of *Mass Effect: Andromeda*.

MASS EFFECT ANDROMEDA

Multiplayer Basics

The HUD

The HUD quickly feeds you information while you move around any map.

1. **Compass:**The compass not only tells you the direction you are currently facing, but displays the direction of enemies and objectives around you. Enemies above or below you are displayed as small arrows next to red dots that inform you to look up or down. These arrows are extremely useful when you take cover on high ground. For example, most enemies should appear as arrows pointing down when you're at the highest point of the map. An enemy with no arrow is on your level and needs to be dealt with immediately!

2. **Kill Feed:** The kill feed reveals your strike team's actions when you don't have line of sight on them. Via kill feed, you can see how a player kills an enemy and with what weapon. The kill feed also shows you when you've gained a medal.

3. **XP:** Just above the crosshair, XP gained from each kill or assist quickly appears and disappears. XP for kills and assists gained from turrets or other placed objects shows up here as well. This is a great way to check whether your grenades or other area-of-effect-based weapons have killed any enemies inside a room or other area you cannot see directly.

4. **Crosshair:** The crosshair shows where you're aiming, as well as whether you've hit a target in a standard or weak point. As you fire your weapon, hit markers show up around the reticle in the form of orange or white Xs. An orange X means you've scored a hit on an enemy's weak point; a white X dictates a standard hit. A larger red X appears when you land a killing blow on an enemy. When moving or firing from the hip, accuracy decreases. When you aim down the sights, the crosshair initially shrinks before expanding from rapid fire. The expanded crosshair is a visual indicator of your lowered accuracy, but it shrinks back down when you're not firing. If you have a skill recharging, a small bar appears on the respective side (left, right, or center) of the crosshair, showing you the amount of time left before it disappears upon recharge completion.

5. Consumables**:** There are four different consumables in Multiplayer. Consumables can be gained from packs and are available for one-time use. The amount of each available consumable is attached to the corresponding icon.

    - **(D-Pad Up) Cobra RPG:** The Cobra RPG is a one-shot missile launcher, useful for taking out tight groups of enemies or hardened targets.
    - **(D-Pad Left) First Aid Pack:** Immediately restores full health and shields.
    - **(D-Pad Right) Ammo Pack:** Immediately refills the ammunition of all your weapons, including your current clip. Also refills your power cells and eliminates any recharges in progress.
    - **(D-Pad Down) Revive Pack:** Allows you to revive yourself from the man-down state, but not death.

6. **Current Weapon and Ammo:** Your current weapon appears here, along with the amount of ammunition in your clip (the top number to the right). The bottom number represents the ammo you have available to reload the weapon.

7. Health and Shields**:** The large arc in the bottom center of the screen between your gun and skills shows your current armor and shield values. Damage is first absorbed by the shield, which decays from right to left until it's destroyed. Further damage is applied to your health—when the health bar empties, you're put into a "man-down" state. After a short period during which you don't take damage, your shield regenerates to its full value.>

8. **Wave and Current Time:** Under your health and armor status, the current wave of your mission and total amount of time played are displayed.

9. **Skills:** Your three currently equipped skills appear to the right of the health and armor bars. Skills with recharge speeds change to a lighter color that slowly scrolls down while the skill is unavailable. Skills like mines and grenades feature a number indicating how many uses you have until you need to visit an ammo stockpile for reloads.

10. **Objective Wave Timer and Progress:** When playing an objective wave, the current objective, amount of time remaining, and the time to complete the objective are displayed.

MASS EFFECT ANDROMEDA

Multiplayer Basics

Character Selection

Select a character who best fits your play style. Multiplayer characters can use any weapon, weapon mod, boost, and equipment that is equipped, but their skills are all predetermined and must be leveled independently from those of all other characters.

Weapon levels apply to each weapon independently, and each one remains at that level regardless of the character you choose.

MASS EFFECT ANDROMEDA

Multiplayer Basics

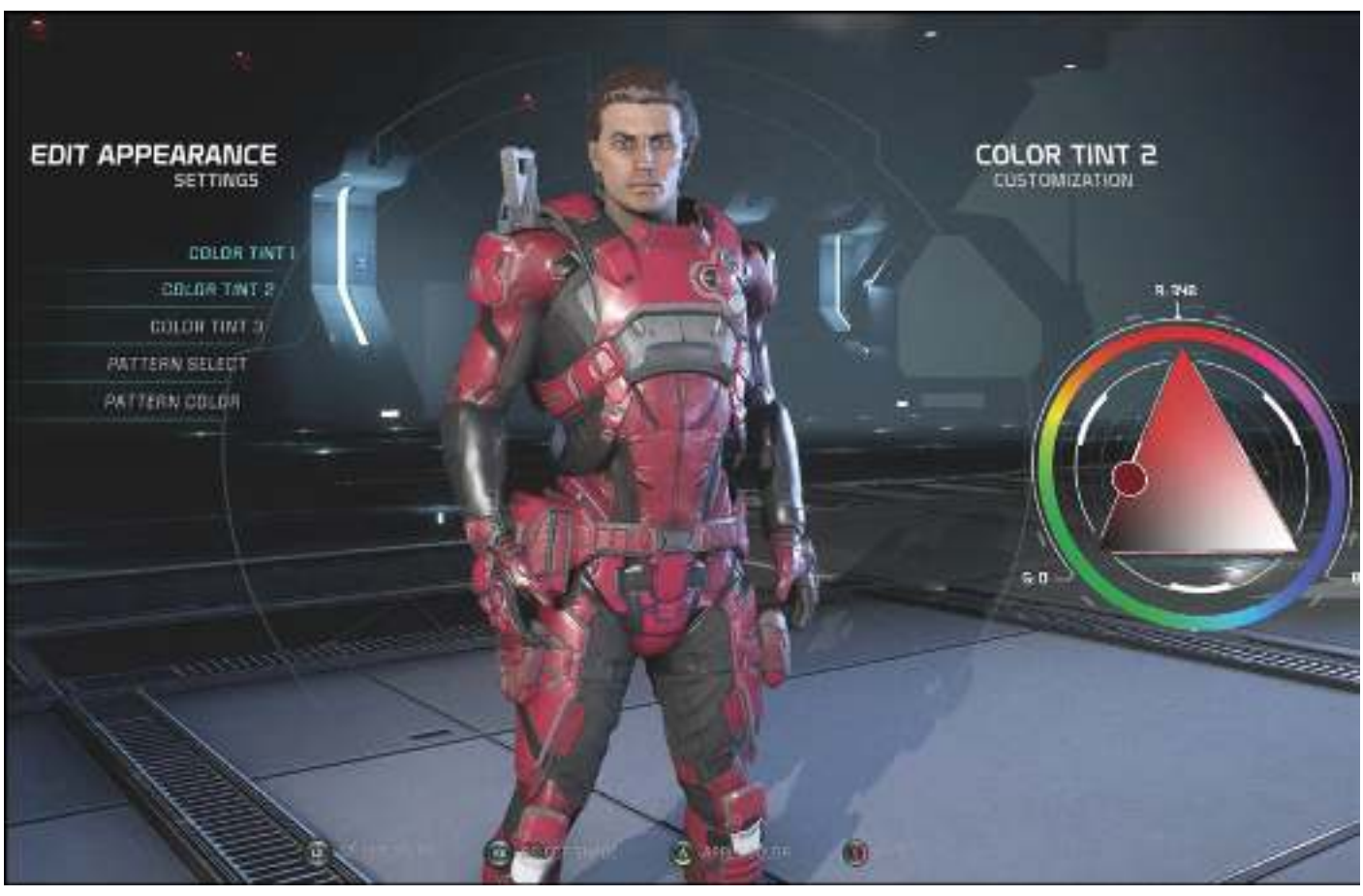
Leveling Your Character

Each character can be leveled up in two different ways.

RANKS

The first card you acquire for a character begins at Level 1. Character cards display the character's name, followed by a Roman numeral indicating its level. For example, a Level 5 Human Male Vanguard card appears as "Human Male Vanguard —V."

Each card level comes with a special bonus that grants the player additional cosmetic options, as well as a few bonus skill points. Cards can be leveled up 10 times.



RANK BONUSES

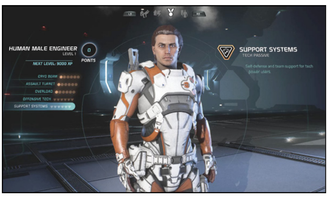
RANK	BONUS
1	+2 Tint Options
2	+1 Skill Point
3	+1 Tint
4	+1 Skill Point
5	+1 Stripe and Stripe Tint
6	+1 Skill Point
7	+1 Stripe and Stripe Tint
8	+1 Skill Point
9	+1 Pattern and Pattern Tint
10	+1 Skill Point, Lights and Lights Tint

CHARACTER EXPERIENCE LEVEL

When you use a character in a mission, any experience earned during that mission is applied to that specific character. Characters can reach a maximum of 20 in experience levels. While you gain no buffs directly from new levels, each time you level up, you gain an additional three skill points to use on power and skill upgrades. Even with a fully upgraded character card, you can't fully upgrade every skill tree to Level 20. This means you must plot out your character goals early in the game. If you find yourself not using too many of your powers during battle, try investing in passive skills. These benefit your character by providing different buffs that don't need to be activated and bonuses to things like damage, health, and shields. Using your powers often? Aim for the ends of the skill trees with your favorite skills. Rank 6 skills sometimes add new abilities, allowing you to prime or detonate enemies and increasing your overall combat effectiveness. Make it through all seven waves of a mission to be awarded the highest level of XP. To this end, do everything you can to survive and get a complete extraction with your team. During gameplay, increase the amount of XP earned by abusing enemy weak points to get kills and complete objectives. Additionally, you can earn badges. These are special rewards that grant XP based on your performance with different weapons and overall gameplay.

AMOUNT OF ACTIONS NEEDED			
NAME	BRONZE 250 XP	SILVER 500 XP	GOLD 1000 XP
Assault Rifle Kills	15	30	45
Assist Score	250	500	1000
Biotic **Kills**	15	30	45
Combat **Power Kills**	15	30	45
Extraction	Single Extraction	Partial Extraction	Full Extraction
Kills	20	40	60
Melee Kills	12	18	24
Objective Score	250	500	750
Pistol Kills	15	30	45
Revives	5	10	20
Shotgun Kills	15	30	45
Sniper Rifle Kills	15	30	45
Support Score	400	800	1200
Tech **Power Kills**	15	30	45
Weak Point Kills	10	20	30

Each Multiplayer character comes with a set of skills specific to that character and character type. Three active powers and two passive skills are pre-selected for each character.



Active Powers: These powers must be activated by the player and must recharge after each use. Some powers require only recharging before the player uses them again, while others require power cells that must be replenished from an ammo crate.

Passive Skills: These skills allow the player permanent buffs to things such as weapon damage, shield and health capacity, and modifiers for different powers. Skills require no resources for use and are always active while a character is in play. Investing in a character's skill tree gives an experienced player an edge against AI enemies.

Leveling your character or gaining additional cards allows you to invest in the skill tree for a particular character.

Each set of skills or powers breaks down into one of three skill groups.

Biotic: Control the battlefield! Biotics can push, pull, stop, and otherwise disable entire groups of enemies. These powers cannot only prime enemies, but leave them open to unimpeded attacks from you and your allies. Biotic powers also lend themselves to great area-of-effect damage, which is best for clearing out groups of weaker infantry-type enemies. Employ biotic powers often to make good use of their quick recharge speeds!

Biotic characters are best utilized while on the move. If you prefer a long-range role or excel at soaking damage, consider choosing a character with a different skill group.

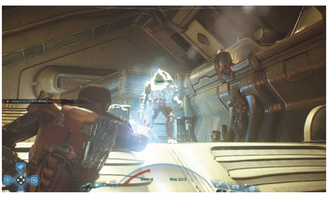
Shields and armor are a biotic character's worst nightmare. Enemies with shields are almost completely immune to the effects of biotic attacks, until the shield is broken.

Run your enemy's shield down before trying to push or pull them. Enemies with armor take damage but cannot be knocked down or thrown by biotic powers.

Combat: The combat skill group is great for dealing consistent, sustained damage, thanks to the available gun buffs that, for the most part, have no need to recharge beyond the time it takes to reload. Combat powers also increase player survivability, allowing you to stand up and take a few hits while you deal damage to your enemies.

Combat-based characters mostly deal physical damage, so you don't get help in the way of buffs against shields and armor unless you equip some special ammo.

Tech: Tech powers can strip down defenses, thanks to their ability to deal fire and electrical damage. In fact, tech powers deliver all types of damage, with the exception of damage to biotic powers.

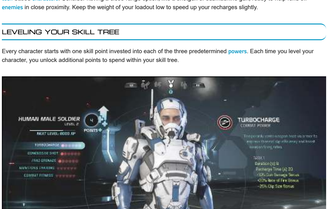


While there aren't too many skills in the tech tree that increase your survivability, the tech tree helps you put out support items. These support items, like the sentry turret, draw fire from enemies, allowing you to move freely and lure them out of cover.

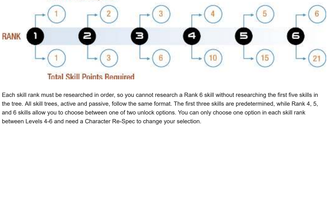
Long recharge times, low sustained damage, and the decreased ability to defeat enemies at close range are the downsides of tech-based characters. Consider having a close-range option, like a shotgun or submachine gun, ready to help fend off enemies in close proximity. Keep the weight of your loadout low to speed up your recharges slightly.

LEVELING YOUR SKILL TREE

Every character starts with one skill point invested into each of the three predetermined powers. Each time you level your character, you unlock additional points to spend within your skill tree.



For every rank of skill, the number of skill points required to unlock it differs.



Each skill rank must be researched in order, so you cannot research a Rank 6 skill without researching the first five skills in the tree. All skill trees, active and passive, follow the same format. The first three skills are predetermined, while Rank 4, 5, and 6 skills allow you to choose between one of two unlock options. You can only choose one option in each skill rank between Levels 4-6 and need a Character Re-Spec to change your selection.

MASS EFFECT ANDROMEDA

Multiplayer Basics

Character Customization

Once you've selected your character, it's time to customize!

WEAPONS

Choosing the right weapons to mesh with your play style and powers is key to surviving each wave in Multiplayer.

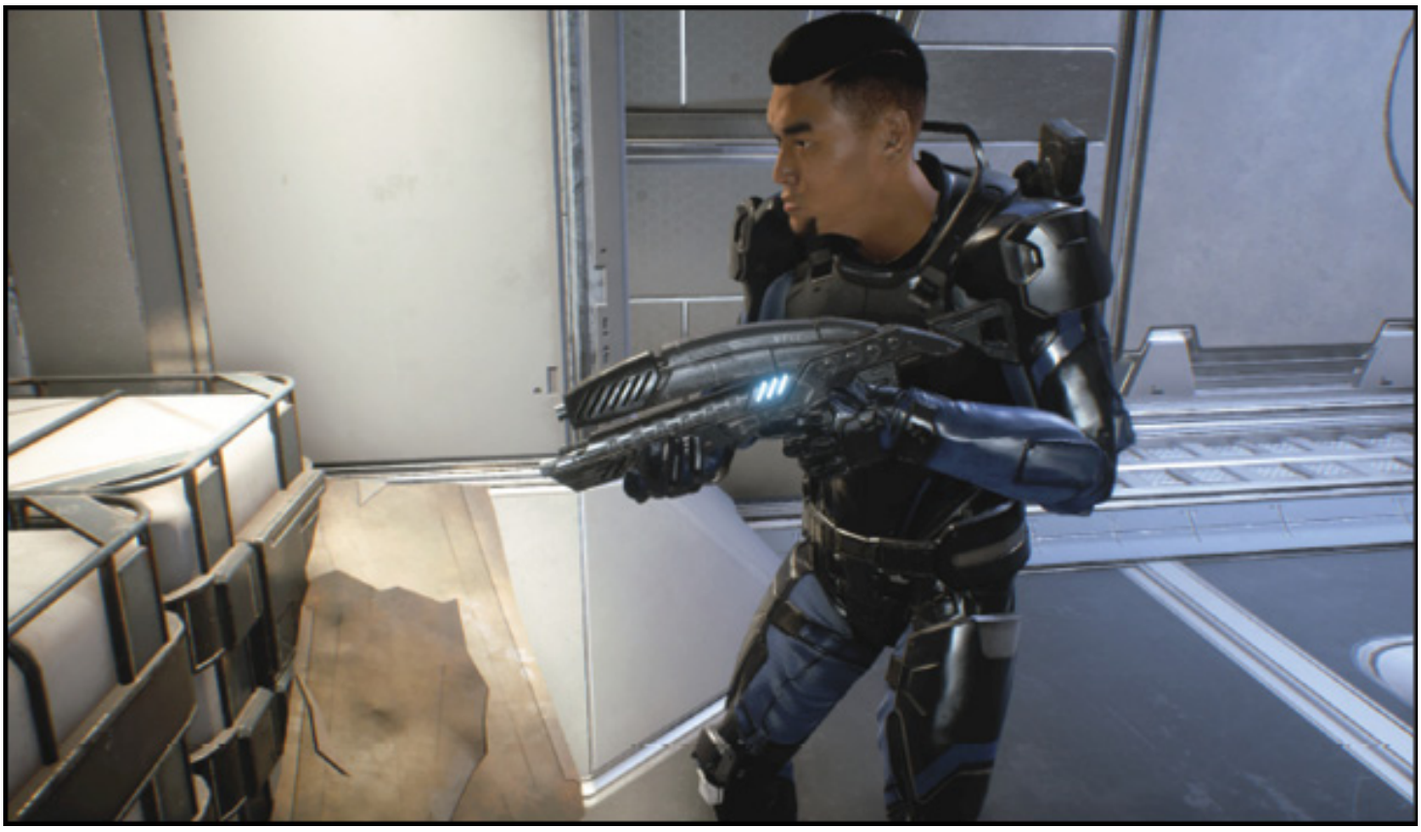
Each weapon bears a different amount of encumbrance that weighs down your character, affecting their ability to refresh powers. Biotic-based characters may find an advantage in equipping a single weapon or using lightweight weapons, like pistols and submachine guns, which lets them use their powers more frequently.

DON'T FORGET TO AIM!

The sniper rifle does considerably more damage when you aim with the scope. Make the most out of your limited ammo by always aiming for weak points with the scope to maximize your damage output!

ASSAULT RIFLES

Assault rifles are excellent for mid-range combat, with a balance of fire rate, accuracy, and stopping power. They generally carry a greater ammo capacity than any other weapon class.



PISTOLS

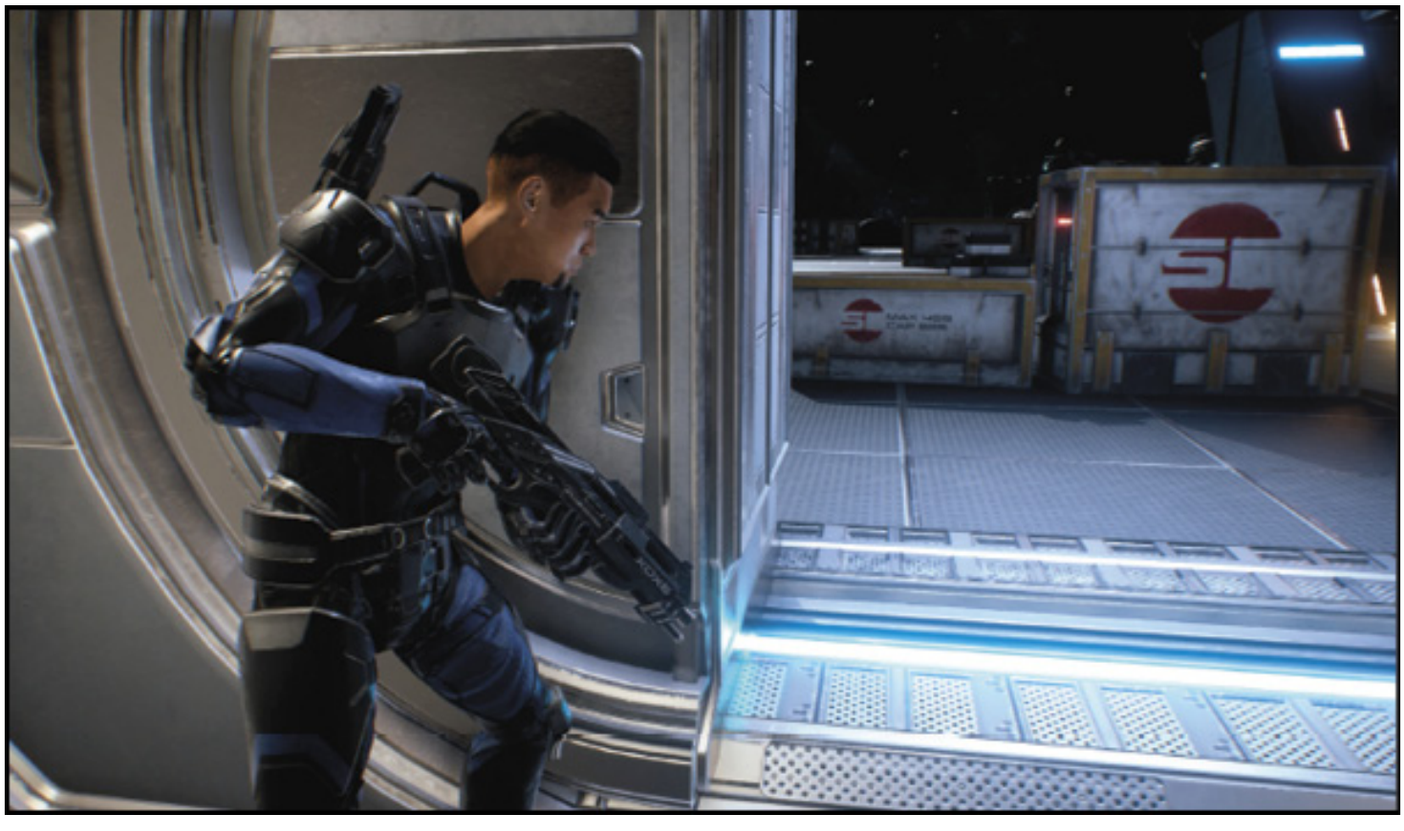
A combination of heavy “hand cannon” and submachine gun (SMG), **pistols** are generally the lightest **weapons** on the battlefield. This light weight allows the wielder to use **powers** more frequently.Single-shot **pistols** tend to be more effective against **armor** than SMGs, but require more careful aim.

SNIPER RIFLES

Designed for long-range engagements, **sniper rifles** are, on average, the hardest-hitting and most precise **weapons** available. The sniper rifle’s power comes at the cost of ammo capacity and reload rate.**Sniper rifles** often excel against armored foes.

SHOTGUNS

Ideal for **combat** at relatively close ranges, most **shotguns** fire a deadly blast in a wide radius, but are ineffective at greater distances. Keep a longer-range weapon equipped as well to avoid being pinned down by the mid-to-long-range **enemies**.



WEAPON MODS

Each weapon can have two different mods attached at a time. These mods provide various buffs and can be leveled like other cards if you receive duplicates.

NAME	WEAPON CLASS	DESCRIPTION	BUFF	RARITY
AR Stock	Assault Rifle	Distributes recoil with sliding system of counterweights compatible with kinetic coil generators. Reduces weapon kickback.	Assault Rifle Stability	Common
AR Barrel	Assault Rifle	Enhances a weapon's barrel, creating greater projectile velocity and impact.	Assault Rifle Damage	Rare
AR Heavy Magazine	Assault Rifle	Increases magazine capacity, allowing more shots before reloading.	Assault Rifle Clip Size	Uncommon
AR Receiver	Assault Rifle	Capacitor boosts kinetic coil generators, increasing shot penetration through solid objects.	Assault Rifle Penetration Damage/Assault Rifle Penetration Distance (m)	Uncommon
AR Scope	Assault Rifle	Simple optical scope enhances stability while zoomed. Also increases accuracy while character is moving.	Assault Rifle Accuracy	Common
Pistol Barrel	Pistol	Enhances a weapon's barrel, creating greater projectile velocity and impact.	Pistol Damage	Rare
Pistol Magazine	Pistol	Increases magazine capacity, allowing more shots before reloading.	Pistol Clip Size	Uncommon
Pistol Melee Optimizer	Pistol	Integrated VI improves synergy between melee weapon and firearm computer systems, allowing increased melee damage.	Melee Damage	Common
Pistol Receiver	Pistol	Capacitor boosts kinetic coil generators, increasing shot penetration through solid objects.	Pistol Penetration Damage/Pistol Penetration Distance (m)	Uncommon
Pistol Scope	Pistol	Simple optical scope enhances stability while zoomed. Also increases accuracy while character is moving.	Pistol Accuracy	Common
SR Barrel	Sniper Rifle	Enhances a weapon's barrel, creating greater projectile velocity and impact.	Sniper Rifle Damage	Rare
SR Receiver	Sniper Rifle	Capacitor boosts kinetic coil generators, increasing shot penetration through solid objects.	Sniper Rifle Penetration Damage/Sniper Rifle Penetration Distance (m)	Uncommon
SR Scope	Sniper Rifle	Simple optical scope enhances stability while zoomed. Also increases accuracy while character is moving.	Sniper Rifle Accuracy	Common
SP Spare Thermal Clip	Sniper Rifle	Adds sockets to increase thermal clip capacity, increasing number of spare shots.	Sniper Rifle Spare Ammo	Uncommon
SR Ultra-Light Materials	Sniper Rifle	Superior lightweight alloys replace weapon parts, making the weapon less obtrusive and easier to handle.	Sniper Rifle Weight	Common
Shotgun Barrel	Shotgun	Enhances a weapon's barrel, creating greater projectile velocity and impact.	Shotgun Damage	Rare

Shotgun Melee Optimizer	Shotgun	Integrated VI improves synergy between melee weapon and firearm computer systems, allowing increased melee damage.	Melee Damage	Common
Shotgun Receiver	Shotgun	Capacitor boosts kinetic coil generators, increasing shot penetration through solid objects.	Shotgun Penetration Damage/Shotgun Penetration Distance (m)	Uncommon
Shotgun Smart Choke	Shotgun	Adjustable servo motors tighten or loosen spread for maximum accuracy.	Shotgun Spread Reduction	Common
Shotgun Spare Clip	Shotgun	Adds sockets to increase thermal clip capacity, increasing number of spare shots.	Shotgun Spare Ammo	Uncommon

EQUIPMENT

Equipment can be purchased from the store with mission funds. Only one piece of equipment can be used at a time. Each piece of equipment can be used by any character and provides a specific buff like shield regeneration or a biotic damage bonus. Equipment does not level like other items and cannot be acquired from packs.

CONSUMABLES

Consumables are one-time-use objects that can quickly turn the tides of battle in Multiplayer. Consumables are awarded from all packs and can quickly be replenished by purchasing resupply packs. There are four different consumables, each with its own special abilities.

Ammo Pack: Instantly reloads all weapons and fills all reserves with thermal clips and power cells. Use this when you're almost out of ammo and at the end of your clip to save yourself the reload time!

Cobra RPG: An explosive projectile launched from an omni-tool that deals massive damage. Use this against heavily armored enemies and bosses to take them down quickly and save ammo. The Cobra RPG can also be used to quickly clear out groups of enemies if you find yourself surrounded.

First Aid Pack: Instantly and fully restores health and shield strength with a mix of medicine and machinery. Having a few of these on hand can save your life if you find yourself retreating from a swarm of enemies. For maximum efficiency, use the First Aid Pack just before you die—that way you get the full amount of health and shields possible!

Revive Pack: An emergency dose of medi-gel to revive you when you're down and out. The Revive Pack instantly picks you up from the downed state, allowing you to get back in the fight without the help of your teammates. This pack only revives you from the downed state, not from the Spectator screen, so decide quickly if you want to use it, or you might be too late!

MASS EFFECT ANDROMEDA

Multiplayer Basics

Enemy Groups

You face three different enemy groups in *Mass Effect: Andromeda*'s Multiplayer missions. Each species has its own set of strengths and weaknesses. If you know what species you'll be fighting against ahead of time, equipping the right weapons and picking the right characters makes the fight much easier. For full breakdowns of each enemy and its specific weaknesses, check out the Multiplayer Enemies chapter.

OUTLAW LEGION

The Outlaws are resourceful and gritty. They're not an organized military force, nor do they have the best gear, but their greed and desperation make them merciless. Unlike other enemy groups, the Outlaws are made up of multiple species: humans, turians, angara, salarians, asari, and krogan.

STRONG VS:

As is the case with other biological enemies, electric-based attacks are weak against the Outlaws. Long-range Sharpshooter units can knock you out of cover, forcing you to stand up and take damage from the oncoming wave of enemies. Make sure to have a few long-range weapons to quickly take out the Sharpshooter units.

WEAK VS:

Fire-based attacks are strong against the Outlaws. Most of them favor armor over shields, making them perfect targets for fire-based attacks.

REMNANT

"Remnant" is the umbrella term for the technological remains of an advanced species that abandoned the Heleus Cluster about 600 years before the events of *Mass Effect: Andromeda*. Remnant sentry bots, ranging from small Observers to gigantic Behemoths, keep vigil over devices capable of altering entire planets, maintaining and zealously defending their creators' work.

STRONG VS:

Fire-based attacks are a poor choice of tactic when facing the Remnant. Save your incendiary ammunition for biological-based enemies. The Remnant Assembler can construct Breachers—additional enemies that don't count against the enemy wave cap—to flush you out of cover. With the Assemblers' ability to each create at least one Breacher, a single player can quickly be overrun.

WEAK VS:

Electricity-based attacks are a must when facing the Remnant. Not only do electricity attacks quickly tear down their shields, but Remnant take bonus damage as a consequence of their synthetic makeup.

KETT

Many different species have been absorbed and genetically engineered to compose the kett. As a result, the kett have acquired and shared amongst themselves the powers gained from these various species.

STRONG VS:

Biological and heavily armored, the kett are resistant to electricity-based attacks.

WEAK VS:

Kett have the standard fire-based weakness, but they tend to attack from close range, compared to their enemies. Keep a shotgun or other close-range weapon on hand to combat them as they advance on you.

MASS EFFECT ANDROMEDA

Multiplayer Basics

Combat

This section briefs you on the knowledge you need to defeat the seven waves of enemies coming your way.

SENSITIVITY

Sensitivity determines how quickly the crosshair moves in the direction you push the analog stick or mouse. You can change your sensitivity in the options/controller menus. Adjusting the vertical sensitivity increases/decreases your up-and-down look speed, while horizontal sensitivity does the same for left to right. The maximum setting gives you the highest turning speed, allowing you to acquire your targets and turn around quickly. Due to the PvE (player vs. environment) nature of the game, having the fastest turn speed is not as important as the ability to accurately aim at and kill enemies. It's good to turn up your sensitivity as high as you're comfortable with, while able to engage targets accurately across different distances on the map. Once you've acclimated to your sensitivity setting, consider turning it up another few notches and see if it increases your skill!

CHOOSING THE CORRECT SHOULDER

When rounding corners and fighting in general, always hover the crosshair over the shoulder opposite the wall or cover points. This method allows you to easily see around corners before revealing yourself, and gives you the best look at the majority of the space in front of you. Having your camera on the correct shoulder in each situation could mean the difference between life and death.

MELEE

Melee is a strong close-range attack performed by using the Melee button. Some characters have multiple melee attacks, but they all behave the same way and deal the same amount of damage.

Standard Melee: This attack targets the closest enemy directly in front of your character and can damage multiple enemies if they're in close proximity. Melee hits are great for taking out single weakened enemies, but they force you out of cover, leaving you open to all attacks.

Ground Slam: If you're within close proximity to the ground when a melee attack is activated, you immediately slam your fist onto the ground. This attack is weaker than a standard melee attack, but it damages enemies in a full circle around the impact, granting you some space to boost away while they recover.

SYNC ATTACKS

When within melee range, some attackers can perform Sync Attacks. When a Sync Attack begins, the camera shifts to show the struggle between you and the enemy. Some Sync Attacks against weaker **enemies** can be broken early by rapidly pressing the Interact button, while others are fully scripted and you're locked in for the entire animation.

Sync Attack Capable **Enemies**

ENEMY	BREAKABLE SYNC
Adhi	Yes
Ascendant	No
Fiend	No
Wraith	Yes
Breacher	Yes
Hydra	No

WEAK POINTS

Most enemies' weak points are their heads. However, some feature weak points at different exposed spots.

SHIELDS

Shields are vulnerable to electrical damage and prevent priming by any type of damage. Shields can regenerate to their full capacity over time, so if you break an enemy's shields, don't let them run away!

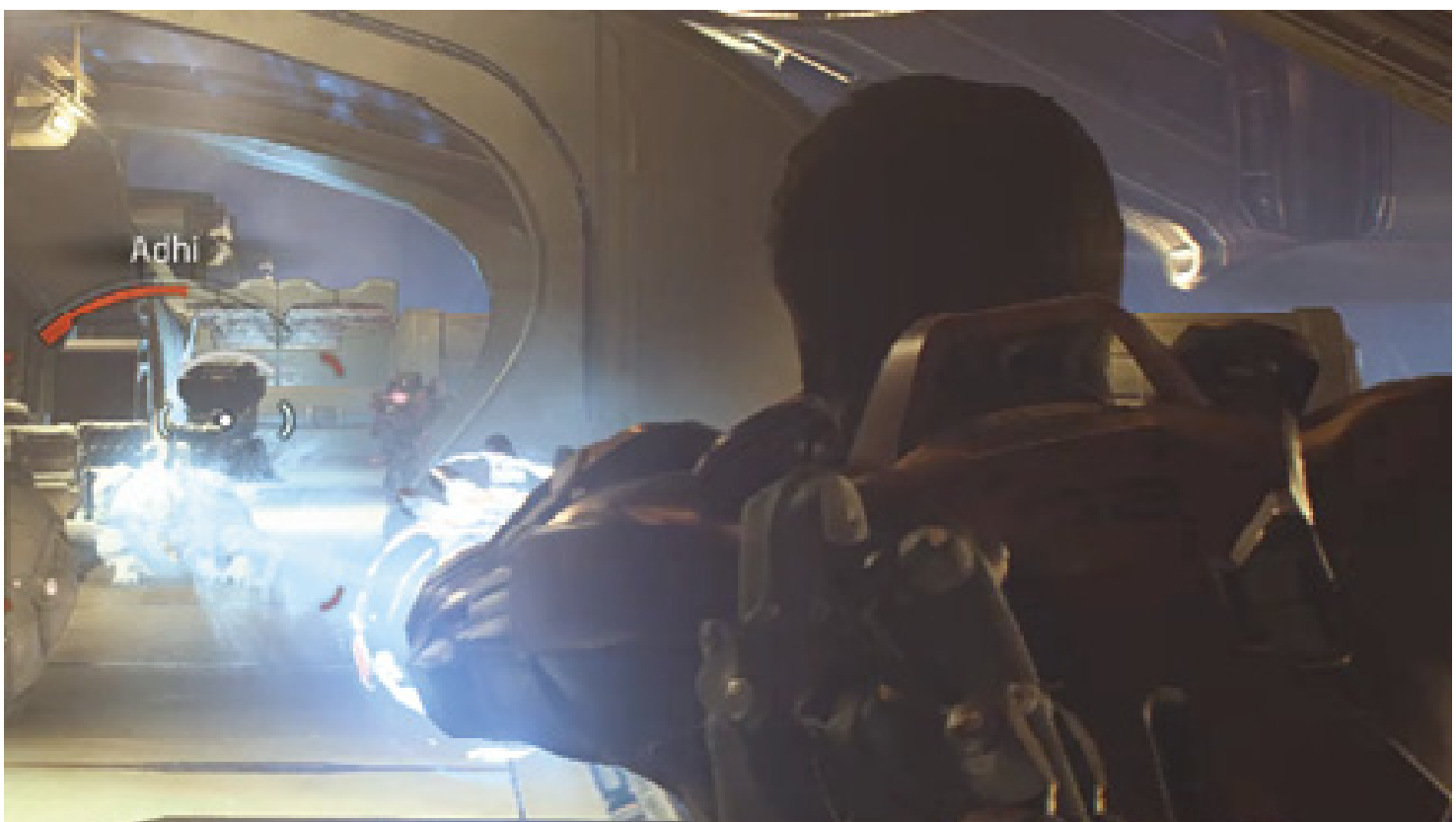
ARMOR

Armored enemies feature yellow health bars. They can be primed and stunned, but cannot be knocked down or thrown back. Incendiary rounds and fire-based abilities work great against armored enemies.

PRIMING

Enemies can be primed by fire, ice, electricity, and some biotic powers. In most cases, priming does not happen instantly and requires sustained fire from your power of choice. For example, the Cryo Beam needs to remain fixed on a target for a short amount of time to fully freeze it, leaving it vulnerable to detonation. Use your priming skills before any detonation skills so you don’t miss out on the bonus damage from detonations.

Adhi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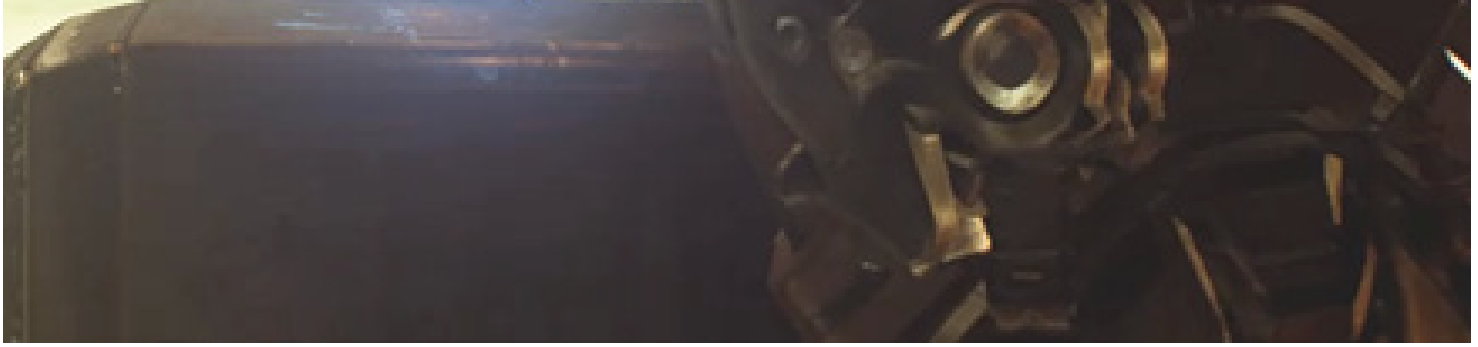


DETONATING

Primed targets can be detonated using any skill that creates detonation. Some players with a priming skill will also have a detonation skill. Some skills may need to be upgraded before they can be used to detonate an enemy. Skills that can detonate feature the small detonate icon next to the main skill icon or the upgrade icon that adds this feature to your ability.

Detonating a target causes bonus damage to the target, while inflicting a heavy area-of-effect blast to any nearby enemies.

COVER

Taking cover is essential to your survival. Most cover cannot be destroyed by enemies. However, thin cover, like glass and the tops of some barricades, can be permanently destroyed, lowering the effectiveness. Low cover can be mantled, allowing you to quickly exit in the direction you're facing without running around it or jumping over with your jump-jet. A small arrow appears if you're in a position you can mantle out of.

Simply move up against any piece of cover, be it a wall or a low piece of cover like a barricade, and your character automatically clings to it.

AMMO CRATES

Ammo crates are scattered around each map, allowing you to reload your ammo and power cell supply. Each ammo crate regenerates its supply after a short time and at the end of every round.

Weapon ammo and power cells are treated separately in an ammo crate. This means you can refill your ammo completely, using the entire ammo supply while leaving power cells in the crate.

Resupply of your weapon ammo and power cells happens instantly and automatically. Simply move within close proximity of the crate.

RESTOCK OFTEN!

Restock as often as you can. Ammo crates regenerate over time. It's always better to have a surplus of ammo than to worry about making it to an ammo crate when you're out of ammo!

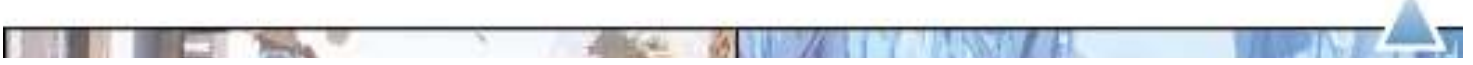
The ammo crate supply is tied to each player independently, so picking up ammo doesn't take any away from your team.

JUMP-JET

Your jump-jet is your key to not only dodging and quickly escaping enemies, but gaining access to some of the best strategic positions on the maps.

The jump-jet has two uses:

Jump and Hover: Pressing and holding the Jump button causes you to jump the maximum height possible with the assistance of your jump-jet. To hover for a limited time, hold the Aim button while airborne.



Multiplayer Basics

Strike Teams

Why do the work when you don’t have to? Command strike teams to go out on missions, which, upon completion, award you with mission funds. Some strike team missions can be completed with a team of players, allowing you to take the fate of the mission into your hands. A small orange symbol marks any mission that can be completed by the player. These missions can also be played by any of your teams. Each mission features the same three difficulty levels as standard missions. Strike teams level up as they perform missions, and can also be upgraded from the equipment menu to increase their chances at success. You can purchase more strike teams to have multiple missions in progress at once. All strike team-related purchases require mission funds, so the only way to upgrade strike teams is to complete more strikes!

MASS EFFECT ANDROMEDA

Multiplayer Basics

Waves and Objectives

Each Multiplayer game is broken down into seven waves that follow the same format. Waves 1, 2, 4, and 5 are survival waves. Waves 3 and 6 are each one of four possible objective waves, and the seventh and last wave is the extraction wave.

Strike team missions and other special missions contain different wave counts, modifiers, and wave structures. This stays consistent to the mission but doesn't match the standard Multiplayer format.

Objective waves award bonuses, depending on the speed of completion. These rewards are displayed with a three-star system on the screen: one star for bronze, two stars for silver, and three stars for gold, each with increasing XP bonuses.

Survival waves are completed by killing all enemies in the wave—each level increases the amount of enemies. Once you've killed all the enemies, the next wave begins.

ASSASSINATION

Eliminate four specific sequential enemies. Only one target is visible at a time. Once the fourth target has been eliminated, kill the remaining enemies to finish the round. Each kill adds time to the timer.

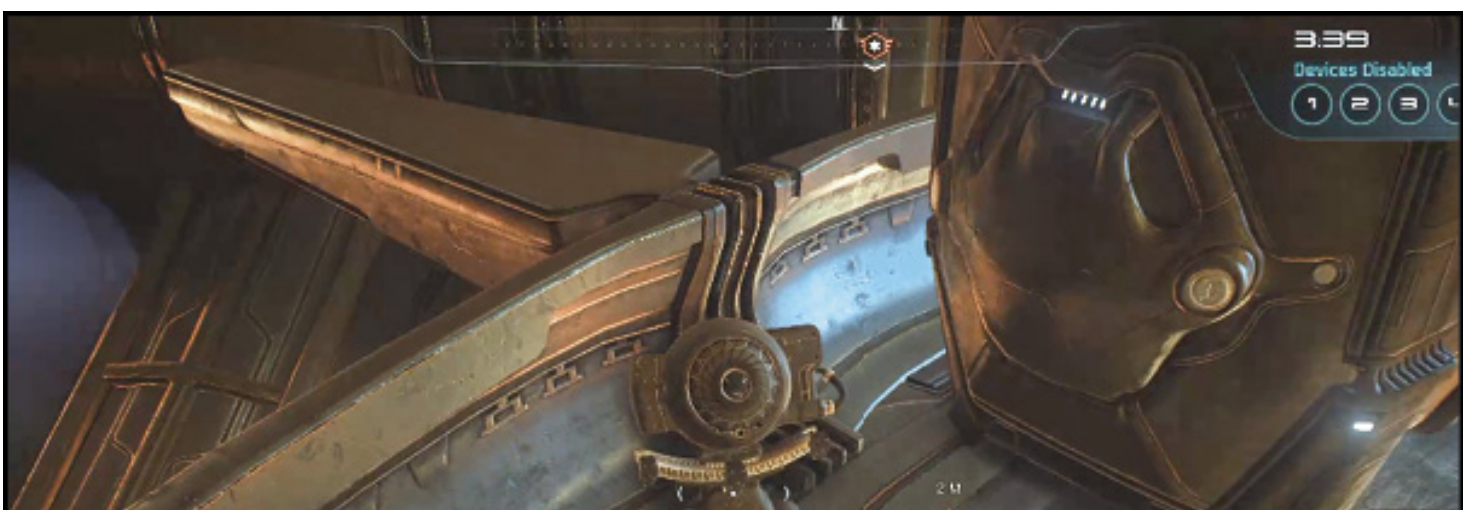
EXPANDED STRATEGY

Splitting up into teams of two is a great way to take down assassination targets. Try to sit at opposite corners of the map; this forces the AI to split up and makes the target much easier to eliminate since they will be further away from the rest of the enemies. Sniper rifles are incredibly useful for taking down targets. The target can be any unit that spawns into the map with the exception of the larger units like Hydra, Fiend, and Destroyer.

The assassination target does not receive any bonuses or abilities, so standard tactics and weak points can be used. Also, avoid running straight at an assassination target! Although this tactic may work at the Bronze difficulty, but the enemies will quickly mow you down at the Silver and Gold difficulties.

DEFUSE

Deactivate four devices in the area before time runs out. Defusing a device adds a small amount to the timer. You can take damage while defusing a device, but melee attacks and ranged attacks that cause knockback stop your defusing progress. You lose progress quickly while you are being attacked, so eliminate the threat and get back to defusing. After the last device is defused, the timer stops. Eliminate the remaining enemies to end the round.



EXPANDED STRATEGY

Only one device appears on the map at a time, so focus on either defusing the objective or defending the teammate who is defusing it. These objectives can spawn at more than four places on each map in a random order, thus making it very difficult to predict their points. Note that the objective will NOT spawn at a point where it has previously spawned.

Let the teammate with the most health complete the objective as long as he/she doesn't get hit by an attack that causes knockback. If this teammate can avoid taking a big hit, he/she will likely defuse the objective for the team.

FORTIFY

Fortify is a great skill to use if when defusing the objective, since you won't have to move while defusing!

HACK

Hold down a specific area to complete the hack before the timer runs out—more players in the area increases the speed of the hack. Unlike Upload, only one area must be secured, and enemies entering the circle don't stop the progress. After you've completed the hack, kill the remaining enemies to move on to the next wave.

EXPANDED STRATEGY

Keeping your squad inside the objective circle is the fastest way to capture the circle, but this also causes all enemies to focus directly on the area. This results in all enemy units will attempt to interfere with the hack. If just a single enemy enters the circle, the Hack will pause until the threat is removed. Position a couple of players sit in an area near the circle to pull some of the pressure from the main circle. This will help to prevent the enemy from entering the hack zone.

Large enemies should be easy to take down with a full crew, but a single player can choose to bait a large enemy away from the objective. By doing so, it will enable the rest of the team to take the objective with much less pressure, leaving the enemy to attack from a ranged position after the hack is complete.

UPLOAD

Hold three specific areas to complete the upload before the five-minute timer runs out. Enemies entering the area pause upload progress, and if a player abandons the circle, any progress slowly disappears. Once you've completed an upload, that area remains completed until the end of the round. No bonus time is awarded for completing an upload, so you must complete all uploads within the time provided. Each point takes 40 seconds to fully upload without any enemy interaction.

EXPANDED STRATEGY

When the objectives appear on the map, quickly look for any two objectives that are close to each other or share a sight line. This will allow you to split into teams of two and quickly capture two objectives with the full firepower of your team supporting each objective. After taking both objectives, move to the third and last objective and take over.

If you spot a single objective far away from the other objectives, you can scout over there. If you attempt this task alone, the majority of the enemies will likely focus on your teammates at the other objectives. This should provide enough time to take a single objective without too much of a fight.

Since objectives do not instantly lose progress, don't be afraid to temporarily step off the objective to give your teammates an edge in the fight against the enemy waves. Being proactive and taking them out before you get overrun will pay off in the long run and could make the difference between completing the objective or dying a quick death.

EXTRACTION RESCUE

Quickly reach and revive a downed ally to start the timer. Once the ally is revived, a 60-second timer begins, and the ally immediately takes the shortest route to the extraction zone. Defend your ally and stay within the extraction zone to complete the objective. Failing to keep your ally alive or being outside the extraction zone when the timer runs out causes you to fail the wave and miss the extraction out of the level.

EXTRACTION

This is the last and final wave—survive and be inside the extraction area when the timer ends to successfully extract! Enemies continuously spawn until you've been extracted. Either hold down the extraction point for the full two minutes, or defend another point and make a run for the extraction at the last second. If you're not in the extraction point when the timer runs out, you won't be extracted, and your team misses out on the full extraction bonus.

EXPANDED STRATEGY

The extraction zone is generally NOT the best place to defend, as they tend to be at the edge of a map. So if for some reason you get overrun, there will be fewer options to retreat. Try to choose a good defensive point that is near the extraction, but not close enough to cause enemies to take cover in the point itself. The tricky part comes in timing the extraction so you end up in the zone with just a few seconds remaining.

When running to the extraction zone, choose routes that have multiple obstacles (preferably larger than the player) to help you avoid the incoming fire from the enemies as they chase you all the way back to the extraction.

You need at least one player alive in the extraction zone to complete the mission. If your team has nobody in the extraction when the timer runs out, you will fail the mission and miss out on the extraction bonus.

Each player on the team is awarded the extraction bonus even if they die during the mission. For example, if just one player extracts, all players are awarded the Single Extraction Bonus!

DIFFICULTY

There are three difficulty levels. Each increase in difficulty grants higher rewards. There is no punishment for failing a mission, aside from missing out on bonus completion XP. This allows you to try out a harder difficulty level without fear of losing anything.

Bronze: Bronze difficulty is suited for characters of any level. Reward levels are moderate.

Silver: Silver is suited for medium-level characters. Reward levels are increased.

Gold: Gold difficulty is suited for high-level characters. Reward levels are maximized.

You gain XP faster by completing entire missions at the highest difficulty you can handle, so if you aren't ready for increased difficulty, back off and play a few more rounds at a lower difficulty to level up your character. Boosters help you get through harder difficulty levels earlier, allowing you to buff your weapon and power damage as well as your shield strength.

MASS EFFECT ANDROMEDA

Multiplayer Basics

Store

The store is your hub for unlocking weapons, weapon mods, consumables, characters, equipment, and boosters. Open packs to receive randomly awarded items, or buy equipment from the Item Store.

CURRENCY

There are three types of currency in *Mass Effect: Andromeda* Multiplayer.

MP Credits: These are earned when you complete challenges and missions. You receive more credits for performing well on a mission.

Andromeda Points: This is the premium currency that can be purchased with real money and exchanged for advanced or higher packs. Note that anything available for purchase with Andromeda points can also be purchased with an alternate form of game currency.

Mission Funds: Strike team missions completed by a group of players award mission funds that can be used to upgrade and unlock additional strike teams. Mission funds can also be used in the Item Store to purchase equipment.

CARD PACKS

Cards for weapons, characters, consumables, boosters, and weapon mods are all acquired from packs. Six types of purchasable packs provide different chances of containing rarer cards, some guaranteeing at least one card of a certain rarity. All packs can be purchased with currency earned during gameplay, and some packs allow purchase through the use of Andromeda points, which can be bought with real money.

Supply Pack: Includes the Cobra RPG, First Aid Pack, Ammo Pack, and Revive Pack, as well as a random booster.

Basic Pack: Includes five random items or characters, with a small chance for an uncommon class.

Advanced Pack: Includes five random items or characters, with at least one uncommon class and a small chance for a rare class.

Expert Pack: Includes five random items or characters, with at least one rare class and a small chance for an ultra-rare class.

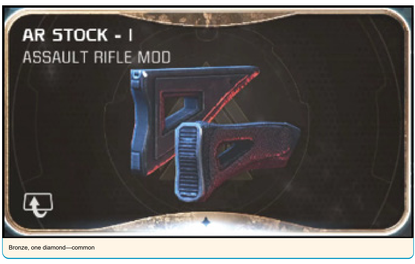
Premium Pack: Includes five random items or characters, with at least two rare classes and a greater chance for at least one ultra-rare class.

Free Reward Packs: Some are granted after finishing challenges.

CARD RARITY

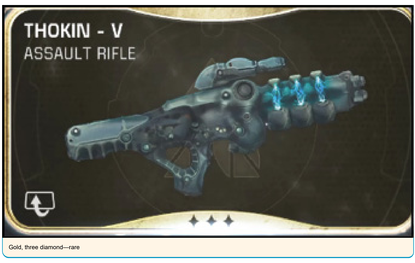
Each item acquired from card packs, with the exception of consumables, has a specific rarity rating that determines the likelihood of acquiring the card. Cards use a system of colors and diamonds. Each card displays a color and diamond count associated with the rarity. Booster rarity is determined by number and coin color.

Blue, no diamond—consumables and boosters



Bronze, one diamond—common

Silver, two diamonds—uncommon



Gold, three diamond—rare

N7 (white with red stripe), four diamonds—ultra-rare

ITEM STORE

Looking to up your game with some equipment? The Item Store is the place for you! The Item Store is the only place where you can get equipment. Each piece of equipment switches every week.

Mission funds, acquired from playing strike team missions, are the only currency accepted here. Save up to buy a piece of equipment suited for your play style. For example, if you prefer biotic powers, save up for the Adaptive War Amp, which increases damage dealt by biotic powers.

Consumables can be purchased one at a time in the Item Store, although it's recommended that you buy consumable packs to conserve your mission funds.

You can also purchase a Character Re-Spec in the Item Store, which allows you to reset your skill purchases for a specific character. You can then refocus their combat powers and skills in different ways.

REWARDS

Reward packs earned from completing challenges are available in the Rewards tab.

Multiplayer Characters

Overview

Each character in *Mass Effect: Andromeda* Multiplayer features different skills, looks, and motives for fighting. The human variants of the Engineer, Adept, Infiltrator, Sentinel, Soldier, and Vanguard are unlocked at the beginning of the game. All other characters must be drawn from packs.

Each character has two level types:

XP Level: A character's XP level can only be raised by playing as that character while performing missions. Leveling XP is the best and most reliable way to gain skill points that, in turn, level up your character's powers and skills.

Card Level: Upon receiving a character card for the first time, that character is unlocked as Rank I (1). This information is displayed as a Roman numeral I following the character name.

Each duplicate card received upgrades your character to a max of Level X (10). With every level comes a reward.

Character Card Level Bonus

BUILDING AN APEX TEAM

Building a great APEX team requires diversity. This means you don't want all players to have the same damage types, play styles, or roles when setting up a match.

These groups are broken down by their main damage type, which determines the general play style of that character.

BIOTIC CHARACTERS

Biotic characters are strong against single, unshielded, and unarmored enemies. They rely on quickly traversing the map from cover to cover, while using the environment and their biotic powers to kill and slow enemies.

Most biotic powers have a short range, meaning you need to keep yourself within a reasonable distance of your enemies to make the most of them.

Constantly moving around the map wreaks havoc on the enemy, forcing them to spawn alone in different sections and taking focus away from any teammates holding out in a safe position.

This play style sets you up perfectly for completing different objectives. Use your powers and movement to tie up enemies. Gain enough distance from them to grant you time to quickly complete or start an objective while the rest of your team moves into position to assist.

Biotic characters rely more on their powers than weapons, so equipping just one weapon cuts down on your encumbrance and increases the speed at which your powers recharge. All biotic powers only have recharge speeds—no need to visit an ammo crate unless you run out of ammo for your weapons!

COMBAT CHARACTERS

Combat characters focus on dealing out damage with their weapons and powers. They can also *take* a fair amount of damage! Combat characters are the easiest to play because of their survivability and weapon damage bonuses gained from their passive abilities. Focus on using weapons, leaving powers like the grenade for groups of enemies or a heavy enemy who threatens your position. Use an incendiary booster to make short work of armored enemies.

A combat player doesn't initially focus on priming and detonating. Your main goal is dealing out constant damage to enemies as they appear. Combat characters should carry a mid-range weapon, like an assault rifle, and then choose either a sniper rifle for long-range encounters or a shotgun for holding down a room or engaging in a more "in your face" approach.

Take advantage of your enemy's weak points. Landing hits on weak points deals out more damage per hit, which means fewer attacks and time spent on a kill. This allows you to stay in cover for as long as possible and leaves you with (hopefully) enough ammo to last until the safety of the round intermission.

When holding down a strategic position with a group, place yourself on the front line; your passive abilities let you take more damage than your teammates, assuming they're from other skill focus groups.

TECH CHARACTERS

Tech characters are a little fragile compared to other classes, featuring less armor and shields than their counterparts. They make up for this weakness with their ability to stun, prime, and detonate numerous enemies.

Some tech characters can use support equipment, like the assault turret, which draws enemy fire away from your group and allows you to attack an enemy's flank more easily. This is an excellent tactic to use against enemies like the Hydra, which features a weak point on its back. Enemies aren't drawn to support equipment once you begin to deal higher amounts of damage, so deal your damage in bursts, allowing them to return their attention to the support equipment before they close in on you!

Remember that an enemy with a shield cannot be primed until the shield is completely depleted.

The core responsibilities of a tech player include keeping enemies primed and performing combo detonations when possible. These tasks place tech characters in more of a support role. While a tech player may not be able to withstand damage like a standard combat player, the tech passives can increase the recharge rate of your shield and health after a period of taking no damage. This allows for quick regeneration between bursts of evasion.

The quick regenerations come in handy when priming enemies with a skill like the Cryo Beam. When using the beam, you're left open to attack, which can rapidly drain your shield. After detonating your primed target, there should be enough of a break in combat for you to completely regenerate your shields and begin regaining health.

MASS EFFECT ANDROMEDA

Multiplayer Characters

Asari Multiplayer Characters

ASARI ADEPT

Rarity: Uncommon

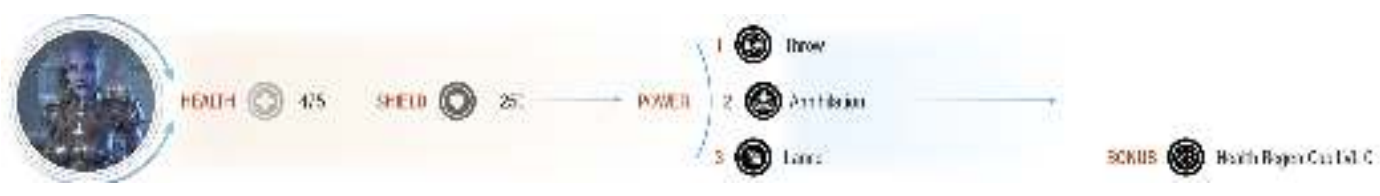
Species: Asari

Type: Biotic

A mighty biotic who compensates for light armor with crowd-control attacks and widespread damage.

An Alliance veteran, the Asari Adept has seen combat before and looks out for the younger members of the team. She enjoys crowd control and the sense of satisfaction when the team works well together.

ASARI ADEPT I



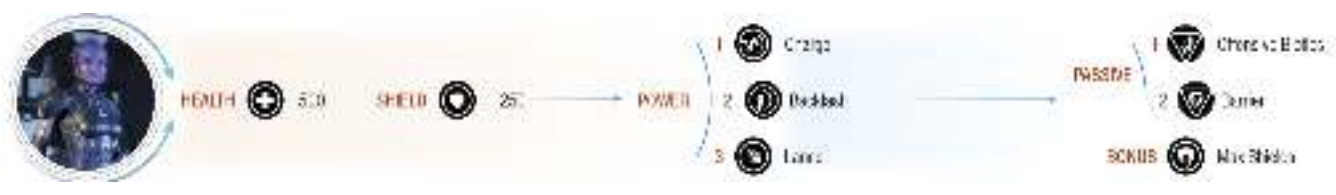
Rarity: Uncommon

Species: Asari

Type: Biotic

A mighty biotic who compensates for light armor with crowd-control attacks and widespread damage.

ASARI DUELIST



Rarity: Ultra-Rare

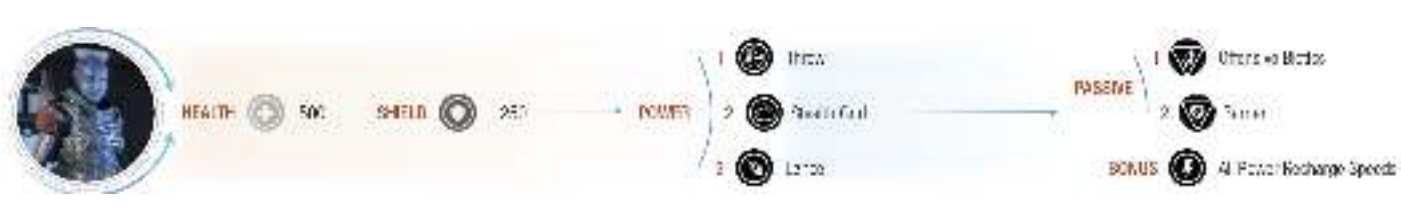
Species: Asari

Type: Biotic

Biotic warrior with a sword, high mobility, and both damage and defense powers.

The Asari Duelist is a former justicar. She keeps her distance from the other team members and harbors doubts about whether she made the right choice in coming to a new galaxy.

ASARI HUNTRESS



Rarity: Rare

Species: Asari

Type: Biotic

Mobile fighter with biotic powers who can cloak allies.

In the Milky Way, the Asari Huntress was a well-regarded bounty hunter until she took the wrong job and found herself on the most-wanted list. She joined the Andromeda Initiative to escape her enemies and begin the hunt anew.

ASARI HUNTRESS I

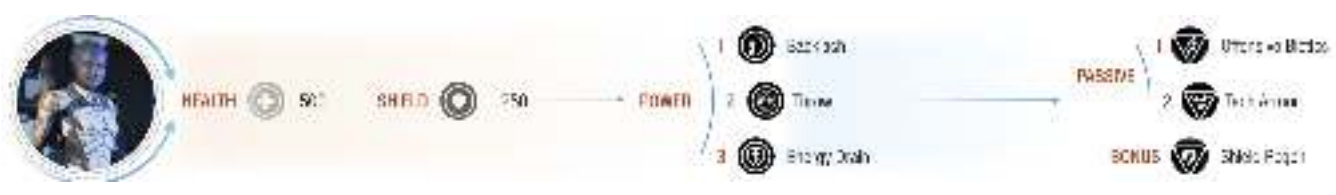
Rarity: Rare

Species: Asari

Type: Biotic

Mobile fighter with biotic powers who can cloak allies.

ASARI SENTINEL



Rarity: Uncommon

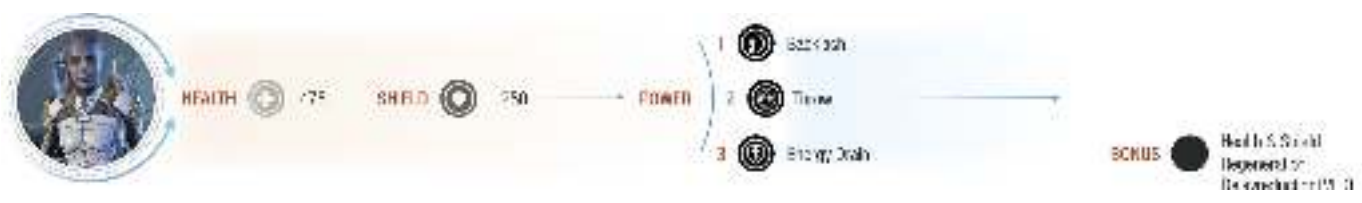
Species: Asari

Type: Biotic

Tactical defense expert with tech armor and a versatile power set.

A former asari commando, the Asari Sentinel joined APEX to escape some of the less pleasant things she experienced while serving in her commando unit.

ASARI SENTINEL I



Rarity: Uncommon

Species: Asari

Type: Biotic

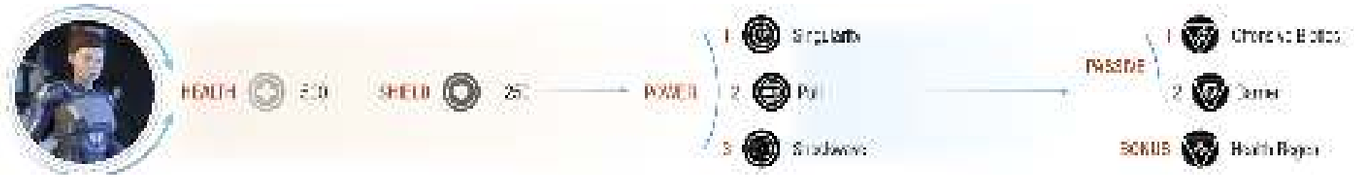
Tactical defense expert with sturdy tech armor and a versatile power set.

MASS EFFECT ANDROMEDA

Multiplayer Characters

Human Multiplayer Characters

HUMAN FEMALE ADEPT



Rarity: Common

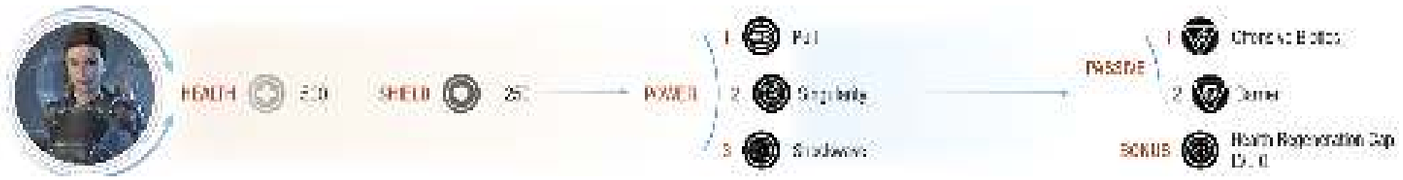
Species: Human

Type: Biotic

A powerful biotic with light armor who uses powers to control crowds and cause widespread damage.

The Human Adept doesn't much care about the romance of settling a new galaxy. What she sees here is a power vacuum—and she's damn well going to fill it.

HUMAN FEMALE ADEPT I



Rarity: Common

Species: Human

Type: Biotic

A powerful biotic with light armor who uses powers to control crowds and cause widespread damage.

HUMAN FEMALE ENGINEER

Rarity: Common

Species: Human

Type: Tech

Clever tech expert who distracts, limits, and locks down opponents on the battlefield.

Exuberant and enthusiastic, the Human Engineer loves using creative tech to blow things up. If it does the job and makes a spectacular explosion doing so, that's the best of both worlds.

HUMAN FEMALE ENGINEER I

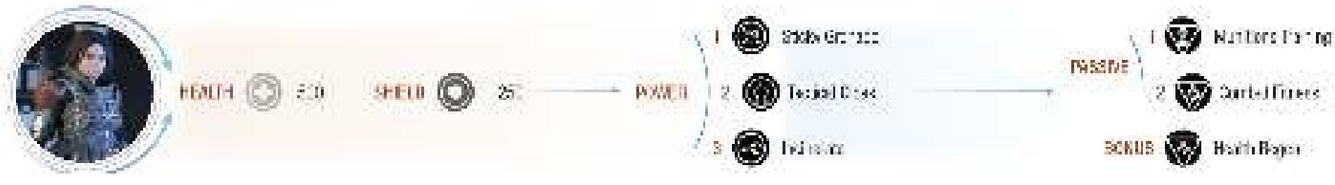
Rarity: Common

Species: Human

Type: Tech

Clever tech expert that distracts, limits, and locks down opponents on the battlefield.

HUMAN FEMALE INFILTRATOR



Rarity: Common

Species: Human

Type: Tech

Stealth expert who moves unnoticed around the battlefield with tech powers, then picks off enemies with well-placed shots.

After losing her husband and child in a botched robbery back in the Milky Way, the Human Infiltrator came to Andromeda for a fresh start. She joined APEX to do some good and to work through some anger and sadness.

HUMAN FEMALE INFILTRATOR I

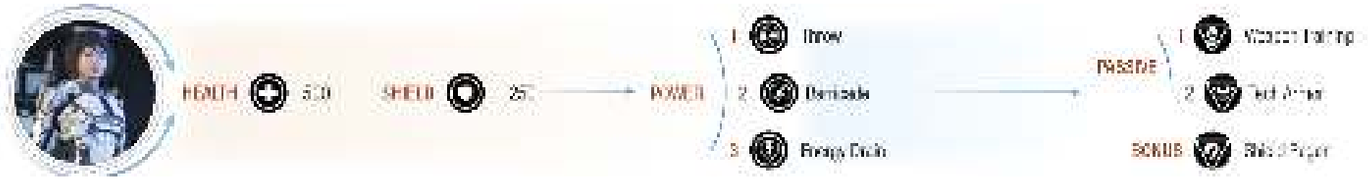
Rarity: Common

Species: Human

Type: Tech

Stealth expert who moves unnoticed around the battlefield with tech powers, then picks off enemies with well-placed shots.

HUMAN FEMALE SENTINEL



Rarity: Common

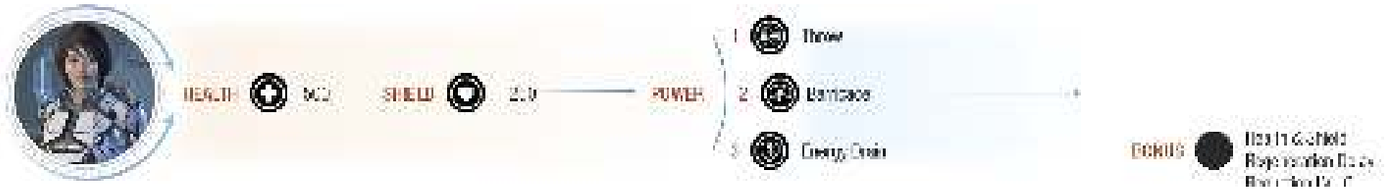
Species: Human

Type: Combat

Tactical defense expert with sturdy tech armor and a versatile power set.

Excited to seek adventure, this is the Human Sentinel's first time testing her combat skills in a real-life situation. She's very skilled, and what she lacks in experience, she makes up for in enthusiasm.

HUMAN FEMALE SENTINEL I



Rarity: Common

Species: Human

Type: Combat

Tactical defense expert with sturdy tech armor and a versatile power set.

HUMAN FEMALE SOLDIER

Rarity: Common

Species: Human

Type: Combat

Weapons expert with heavy armor and a gun for all occasions. Effective at any range.

The Human Soldier worked private security in the Terminus systems, but left to find adventure in Andromeda. She likes getting to know her new APEX colleagues and working with them to get the job done well.

HUMAN FEMALE SOLDIER II

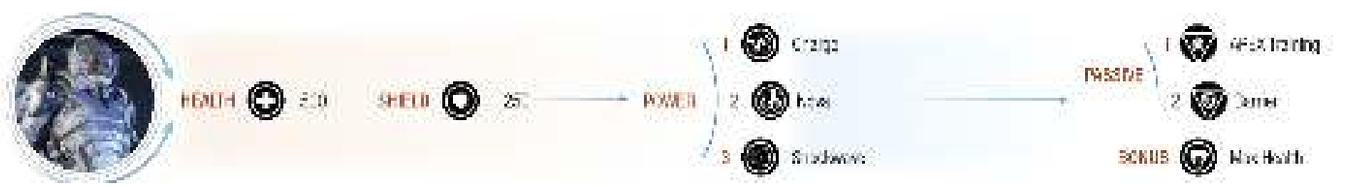
Rarity: Common

Species: Human

Type: Combat

Weapons expert with heavy armor and a gun for all occasions. Effective at any range.

HUMAN FEMALE VANGUARD



Rarity: Common

Species: Human

Type: Biotic

Biotic charger who can travel to enemies in the blink of an eye, then deal point-blank damage.

The Human Vanguard was a respected leader within the Alliance, so Initiative leaders recruited her to organize and establish security organizations in Andromeda. APEX is more than the “segue to eventual retirement” she’d anticipated, but she’s good at her job and respected by the team.

HUMAN FEMALE VANGUARD II

Rarity: Common

Species: Human

Type: Biotic

Biotic character that can travel to enemies in the blink of an eye, then deal point-blank range.

HUMAN KINETICIST

Rarity: Ultra-Rare

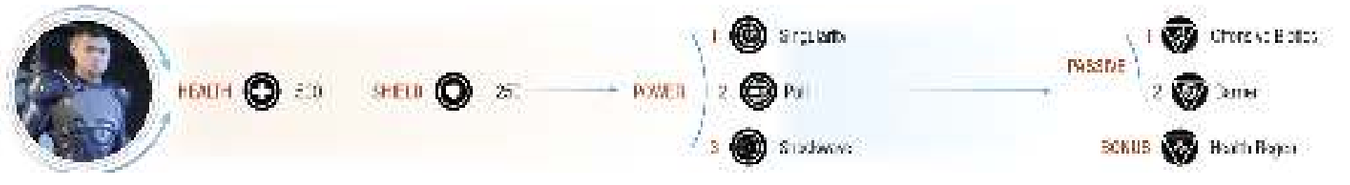
Species: Human

Type: Biotic

A biotic warrior who deals serious damage with telekinesis and the ability to enter a powered-up state, but has weak defenses.

A scientist through and through, the Human Kineticist can't wait to test her theories in real-life settings and gets a bit annoyed if something disrupts her experiments. Yes, fine, take down enemies—but the science!

HUMAN MALE ADEPT



Rarity: Common

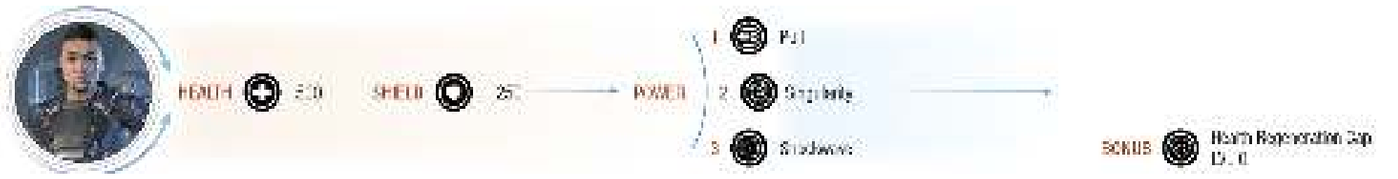
Species: Human

Type: Biotic

A powerful biotic with light armor who uses powers to control crowds and cause widespread damage.

The Human Adept doesn't really talk about why he joined the Initiative; in fact, he doesn't talk much at all. Given the quiet intensity with which he rips through enemies, none of his teammates are rushing to ask about his past.

HUMAN MALE ADEPT I



Rarity: Common

Species: Human

Type: Biotic

A powerful biotic with light armor who uses powers to control crowds and cause widespread damage.

HUMAN MALE ENGINEER

Rarity: Common

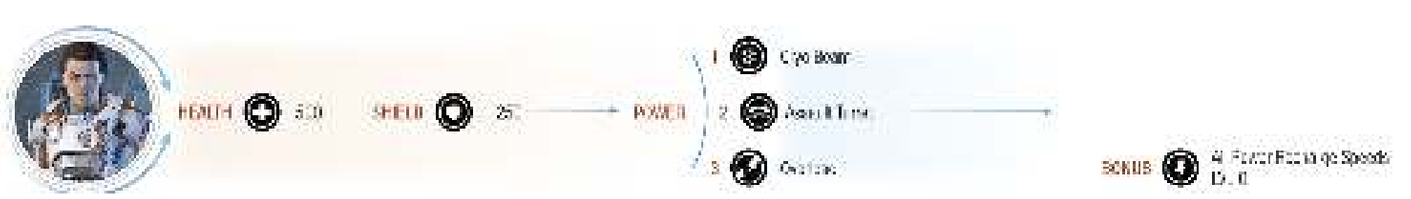
Species: Human

Type: Tech

Clever tech expert who distracts, limits, and locks down opponents on the battlefield.

The Human Engineer was always good at science, but he knows he's got what it takes to be a leader—leaders should be the smart people, after all. He'll be a Pathfinder someday, just you wait and see.

HUMAN MALE ENGINEER I



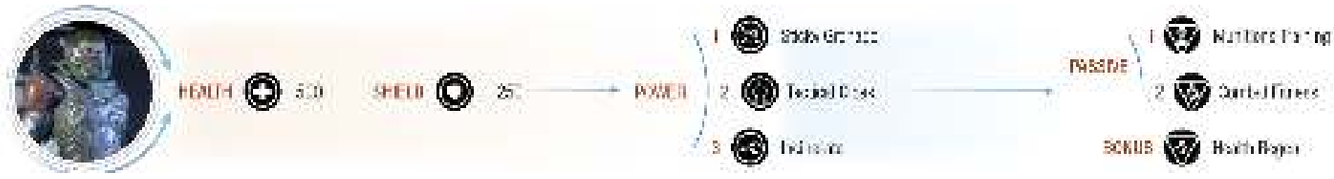
Rarity: Common

Species: Human

Type: Tech

Clever tech expert that distracts, limits, and locks down opponents on the battlefield.

HUMAN MALE INFILTRATOR



Rarity: Common

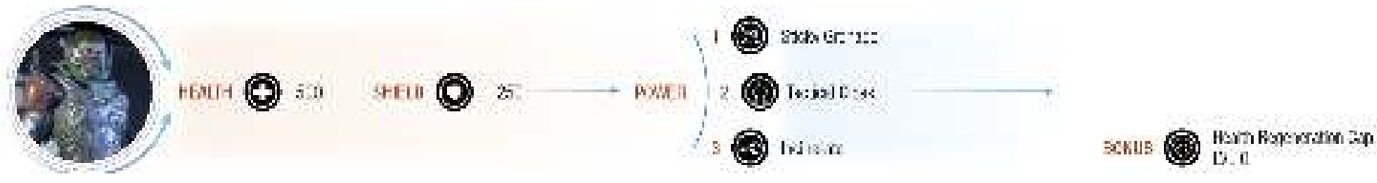
Species: Human

Type: Tech

Stealth expert who moves unnoticed around the battlefield with tech powers, then picks off enemies with well-placed shots.

One of the younger team members, the Human Infiltrator is more thrill-seeker than hardened combatant. His natural abilities make him effective, and his reckless nature can work both for and against him.

HUMAN MALE INFILTRATOR II



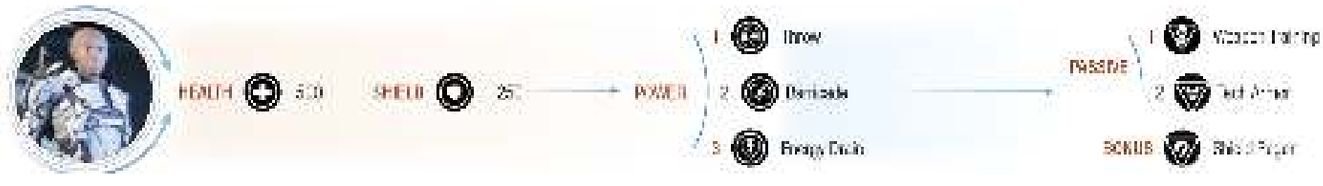
Rarity: Common

Species: Human

Type: Tech

Stealth expert who moves unnoticed around the battlefield with tech powers, then picks off enemies with well-placed shots.

HUMAN MALE SENTINEL



Rarity: Common

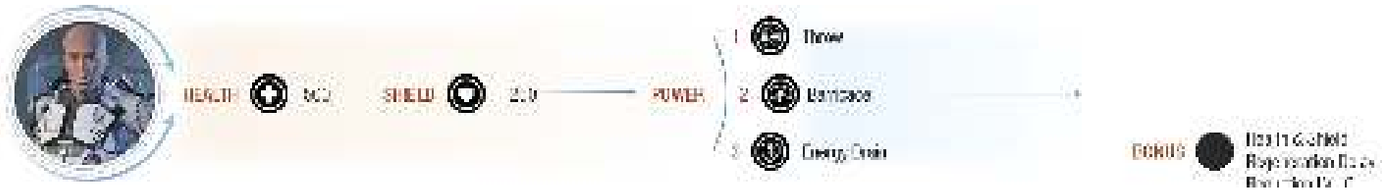
Species: Human

Type: Combat

Tactical defense expert with sturdy tech armor and a versatile power set.

The Human Sentinel is a seasoned professional; he's been there and done that. Nothing surprises him, even in a brand-new galaxy.

HUMAN MALE SENTINEL I



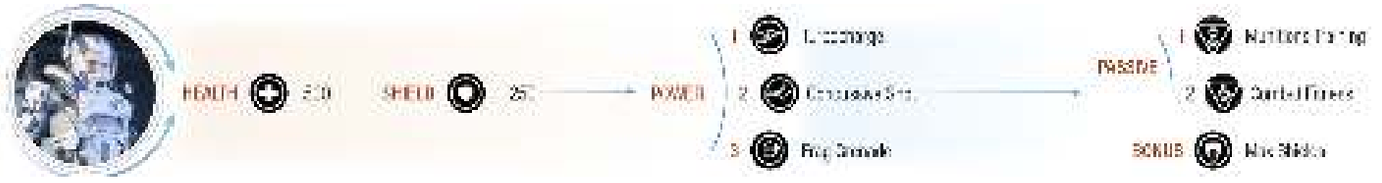
Rarity: Common

Species: Human

Type: Combat

Tactical defense expert with sturdy tech armor and a versatile power set.

HUMAN MALE SOLDIER



Rarity: Common

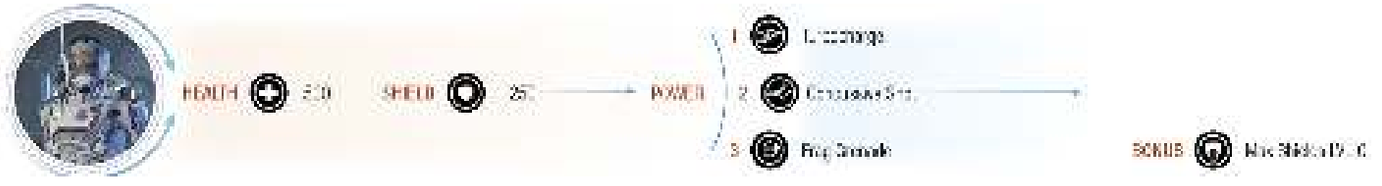
Species: Human

Type: Combat

Weapons expert with heavy armor and a gun for all occasions. Effective at any range.

The Human Soldier worked in the Alliance before joining the Initiative. He likes the idea of helping establish life in a new world, and he wants to do it in the way he thinks is noble and right.

HUMAN MALE SOLDIER I



Rarity: Common

Species: Human

Type: Combat

Weapons expert with heavy armor and a gun for all occasions. Effective at any range.

HUMAN MALE VANGUARD

Rarity: Common

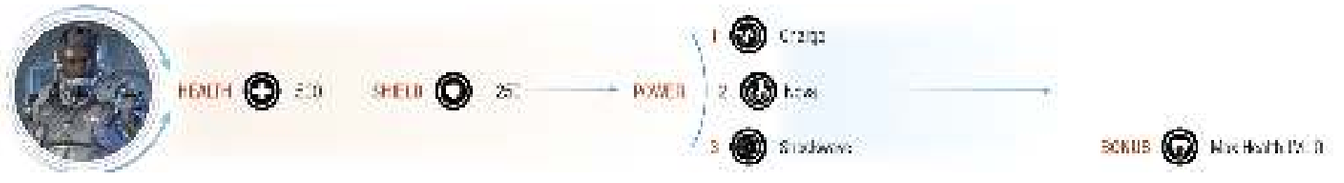
Species: Human

Type: Biotic

Biotic charger who can travel to enemies in the blink of an eye, then deal point-blank damage.

The Human Vanguard is a talented Alliance veteran who hopes he can relive his glory days in Andromeda. He often gives advice to the younger members of the team and loves to say, “I told you so.”

HUMAN MALE VANGUARD I



Rarity: Common

Species: Human

Type: Biotic

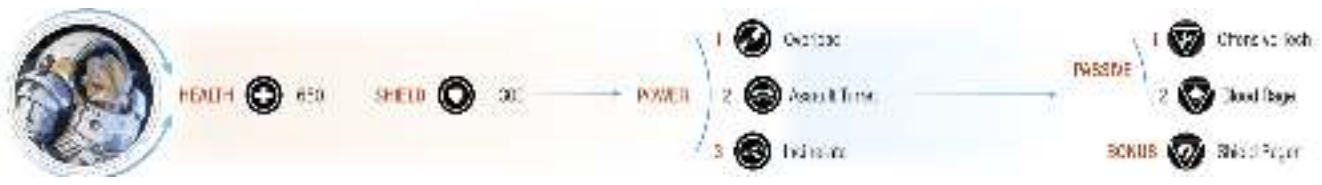
Biotic character that can travel to enemies in the blink of an eye, then deal point-blank range.

MASS EFFECT ANDROMEDA

Multiplayer Characters

Krogan Multiplayer Characters

KROGAN ENGINEER



Rarity: Uncommon

Species: Krogan

Type: Tech

Explosives technician with high survivability and area damage.

This is great! Who knew all those science lessons she had to take would be so handy? If only she could brag to her friends back home about her cool new team and how much fun it is to fight these little kett guys.

KROGAN GLADIATOR

Rarity: Ultra Rare

Species: Krogan

Type: Biotic

KROGAN MERCENARY

Rarity: Rare

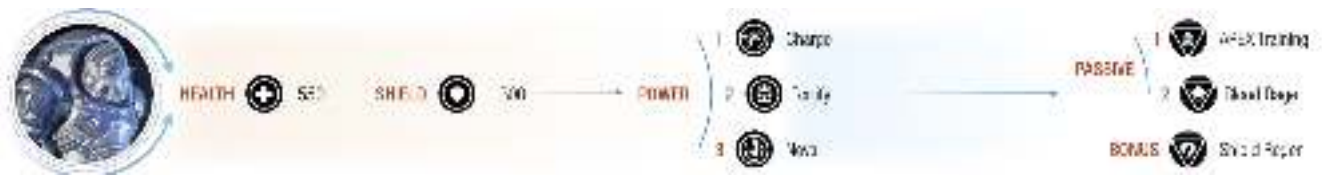
Species: Krogan

Type: Combat

Slow-moving tank with all the heavy weapons and armor a fighter could want.

Can the Krogan Mercenary kill it? Will it be glorious? Excellent. He'll buy the first round of ryncol when the battle is over.

KROGAN VANGUARD



Rarity: Uncommon

Species: Krogan

Type: Biotic

Tough biotic warrior with point-blank damage who quickly travels to enemies.

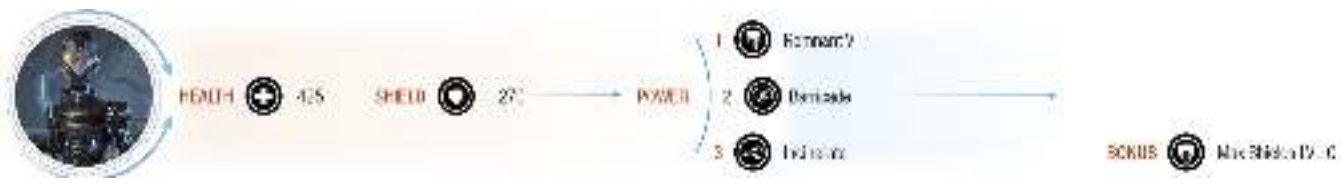
After getting drunk and missing his rite of passage on Tuchanka, the shame and disappointment drove the Krogan Vanguard to join up with the Initiative. He has a few anger-management issues and likes to hit things. Hard.

MASS EFFECT ANDROMEDA

Multiplayer Characters

Salarian Multiplayer Characters

SALARIAN ARCHITECT



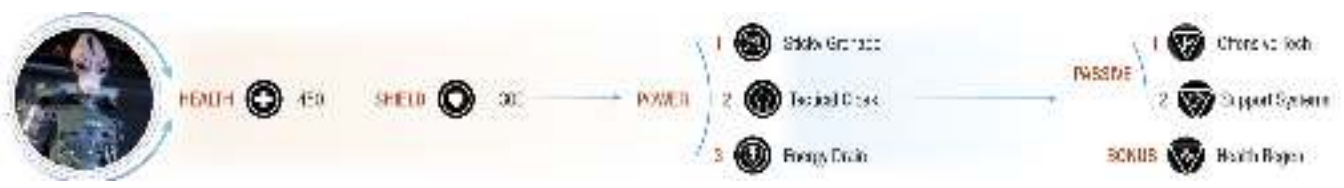
Rarity: Rare

Species: Salarian

Type: Tech

The Salarian Architect's former colleagues at the lab he worked at are quietly relieved that he ended up in the Initiative.He's exceptionally smart, but quite quirky.

SALARIAN INFILTRATOR



Rarity: Uncommon

Species: Salarian

Type: Tech

Stealth expert who uses a mix of weapons and tech.

A former member of the salarian Special Task Group, the Salarian Infiltrator found the organization's secrecy tiresome and dropped out to join the Initiative. He likes to make quiet entrances, but once the job's done, he's the first to start bragging.

SALARIAN OPERATOR

Rarity: Ultra-Rare

Species: Salarian

Type: Tech

Support expert who repairs shields and hacks enemy hardsuit defenses.

Badgered into volunteering for the Initiative by his father, the Salarian Operator isn't quite sure why these APEX people think he can actually help them and would really rather be working on tech at an outpost site. But if he's here, he'll try to make the best of it.

MASS EFFECT ANDROMEDA

Multiplayer Characters

Turian Multiplayer Characters

TURIAN AGENT

Rarity: Rare

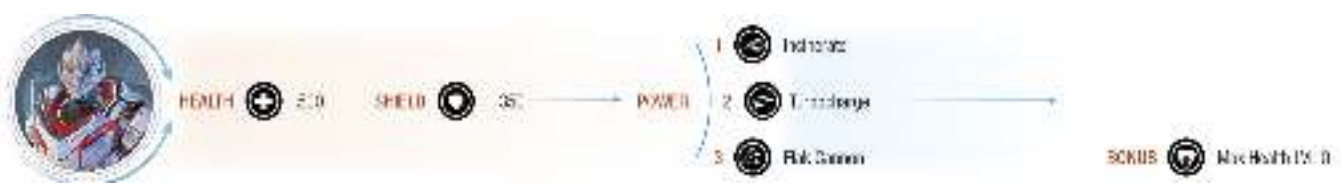
Species: Turian

Type: Tech

Reconnaissance expert who uses stealth to set up the perfect lethal shot.

The Turian Agent left a corporate security job in the Milky Way to find adventure with the Andromeda Initiative. Sure of his professionally honed skills, he can seem a bit snobbish, but he genuinely cares about the team.

TURIAN HAVOC TROOPER



Rarity: Rare

Species: Turian

Type: Combat

TURIAN SOLDIER

Rarity: Uncommon

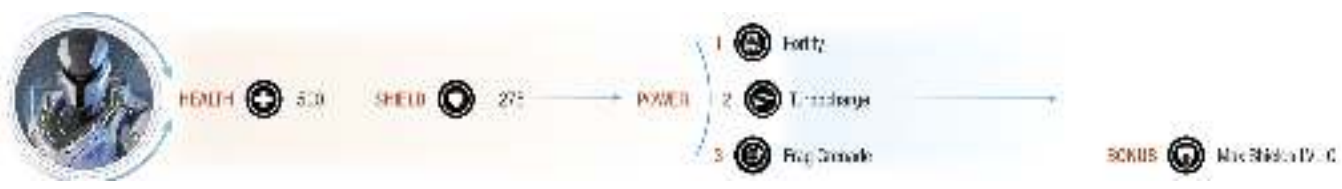
Species: Turian

Type: Combat

Weapons expert with heavy shields and armor.

To avoid a court-martial on Palaven for his role in a massacre, the Turian Soldier went on the lam and worked as a mercenary until he was able to buy his way into the Initiative.

TURIAN SOLDIER I



Rarity: Uncommon

Species: Turian

Type: Combat

Weapons expert with heavy armor and a gun for all occasions. Effective at any range.

Multiplayer Atlas

Overview

Looking for explosives, ammo, and good places to take cover in Multiplayer? Then this section is for you!

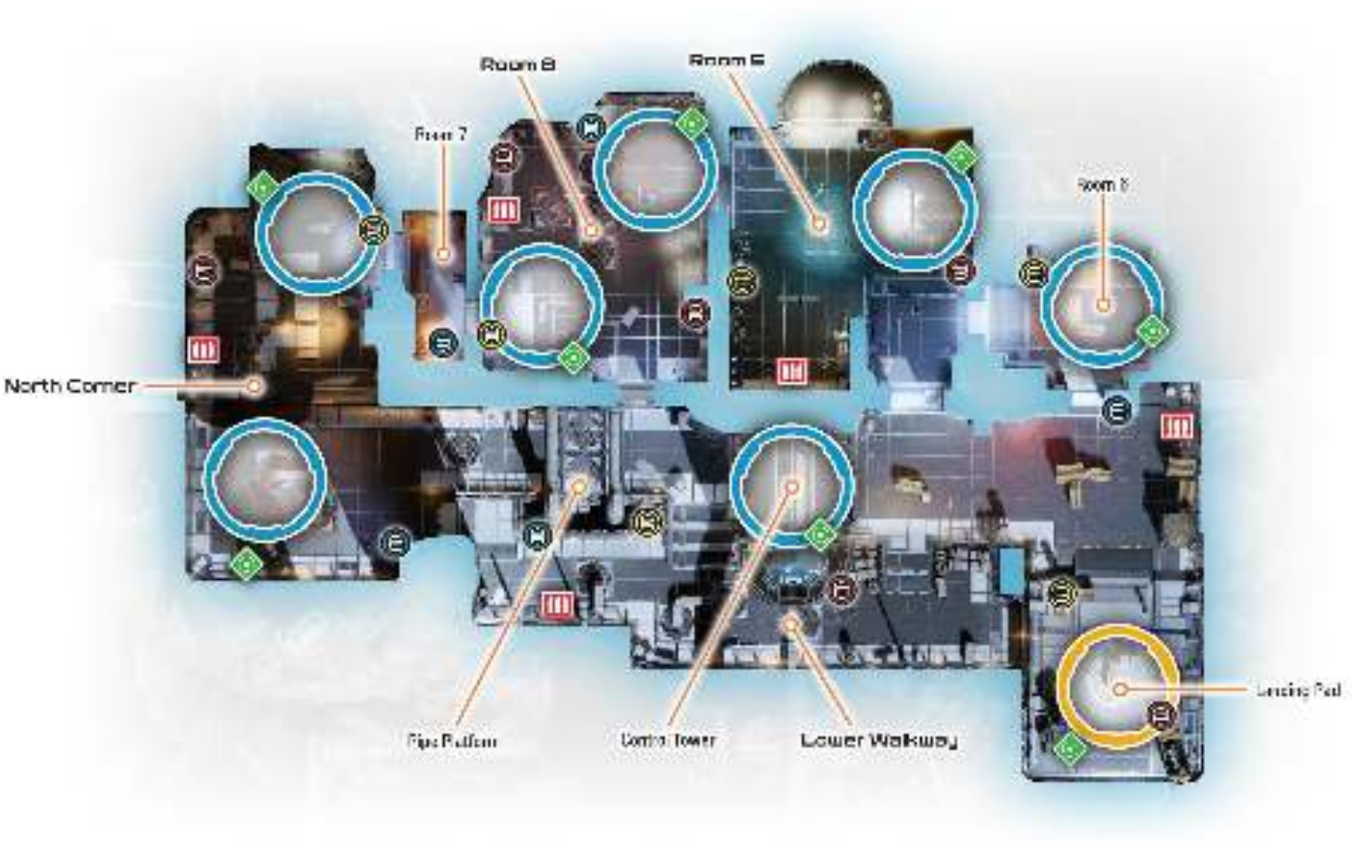
Regardless of which type of enemy you're fighting, you need to know the best places to defend and the safest places to run through. This chapter is devoted to giving you tips and strategies for every map.

Strategic points are called out throughout this chapter. The highlighted points are great for surveying the battlefield, or for stopping to kill enemies by yourself or with teammates. With the help of your teammates, some of these points can be held indefinitely. The need to restock ammo may pull you away, but ammo is usually located nearby. While playing, always have two or three defensive points in mind. Chances are, later waves will push you out of the safety of cover, forcing you to relocate or face certain death.

MASS EFFECT ANDROMEDA

Multiplayer Atlas

Firebase Zero



MAP LEGEND

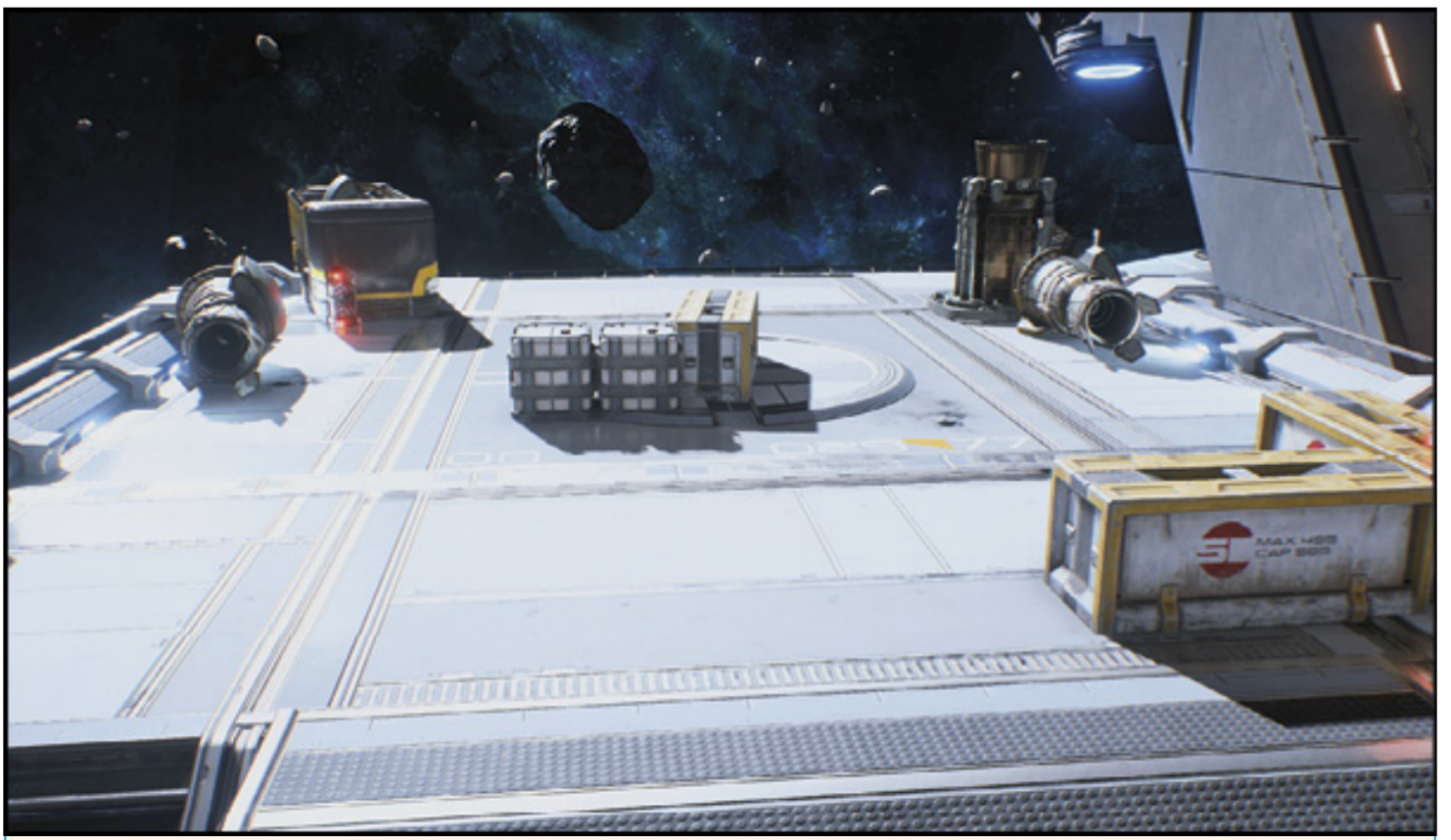
ICON	ITEM
	Ammo
	Devices
	Biotic Explosive
	Incindiary Explosive
	Cryo Explosive

	Electric Explosive
	Extraction
	Objective

Enterprising miners built this fragile outpost to mine an asteroid's element zero. As enemies hunted the eezo bounty, the miners overloaded the outpost's systems with all the element zero they could before they fled, resulting in a breathable atmosphere around the outpost's pylons.

STRATEGIC POINTS

Landing Pad: This is where your mission starts and ends. A few containers provide decent cover from enemies coming out of Rooms 5 and 6. This location is not conducive to a long defense, due to its lack of line of sight on the lower walkway, which allows enemies to jump up and perform quick close-range attacks.

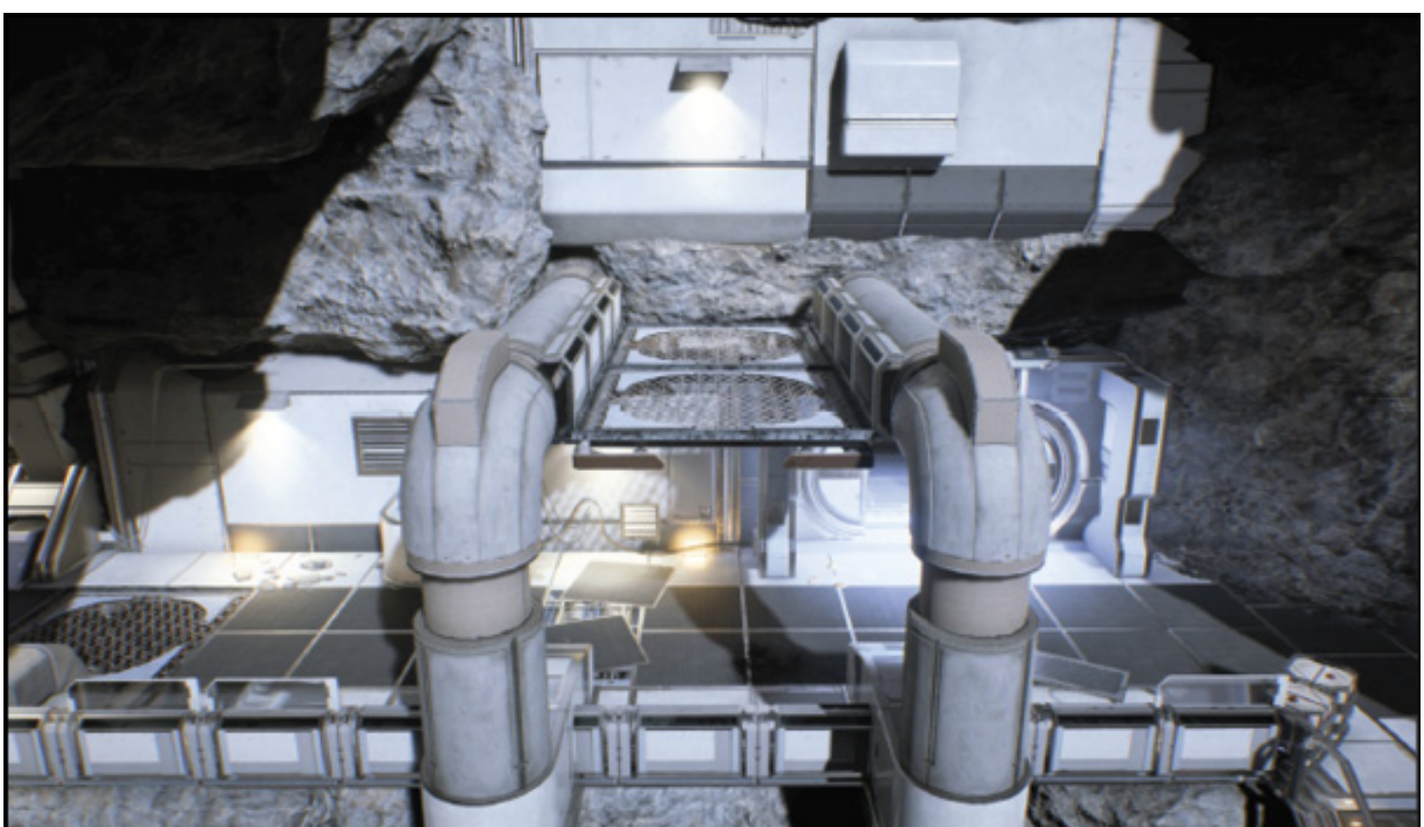


Enemies on the high ground inside the control tower should be your priority targets if you plan to hold this position. With their higher elevation, enemies can attack you even if you're behind low cover.

Control Tower: The control tower's high elevation may make it look like a great spot to set up a defense, but it features only a few small points of cover. Unfortunately, the bulk of the southern-side cover is also destructible.

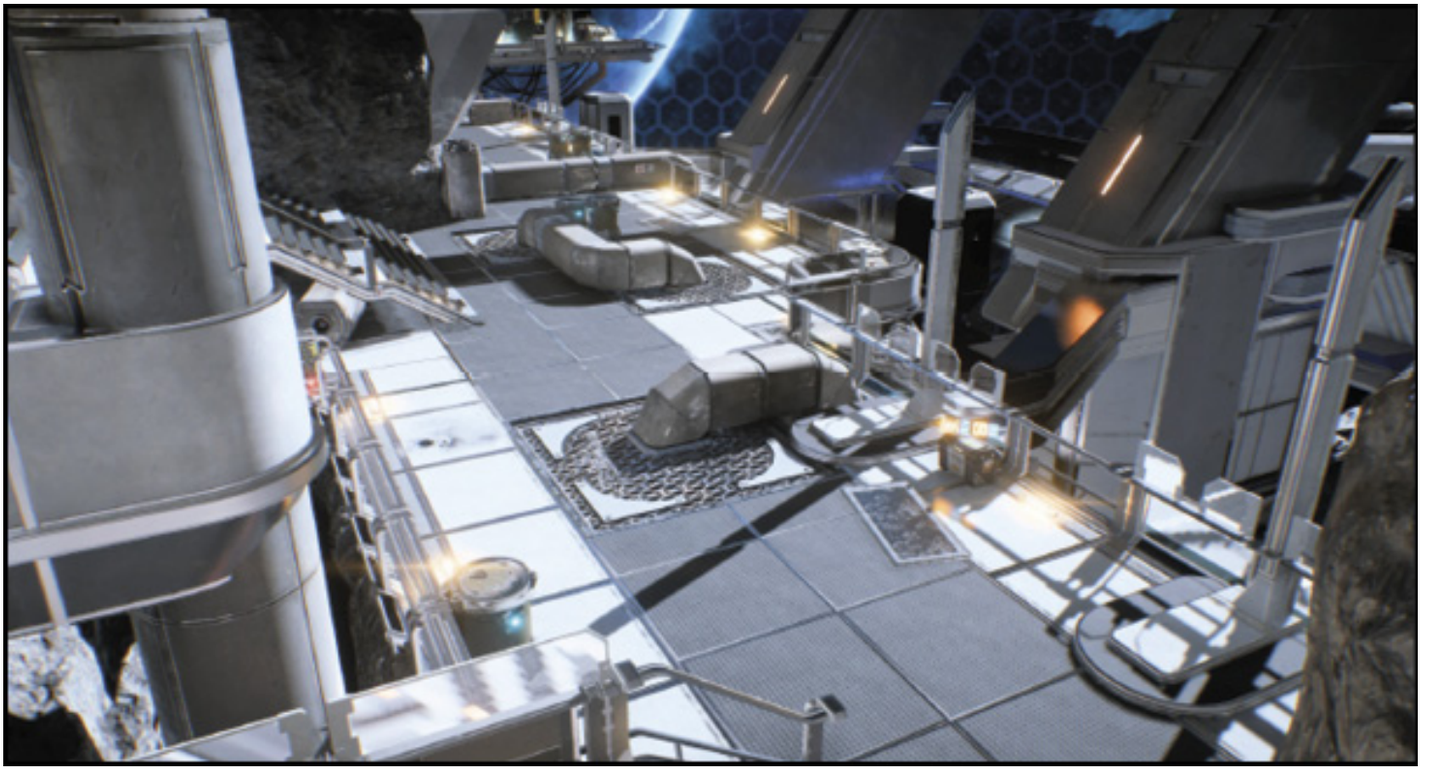
Instead, use the control tower as a traversal point, quickly boosting up and running through before continuing on, putting as much distance as you can between you and your enemies while you seek new cover.

Pipe Platform: The platform between the two large pipes to the north of the control tower is a great spot to set up a quick defense against enemies to the north or those currently occupying the control tower.

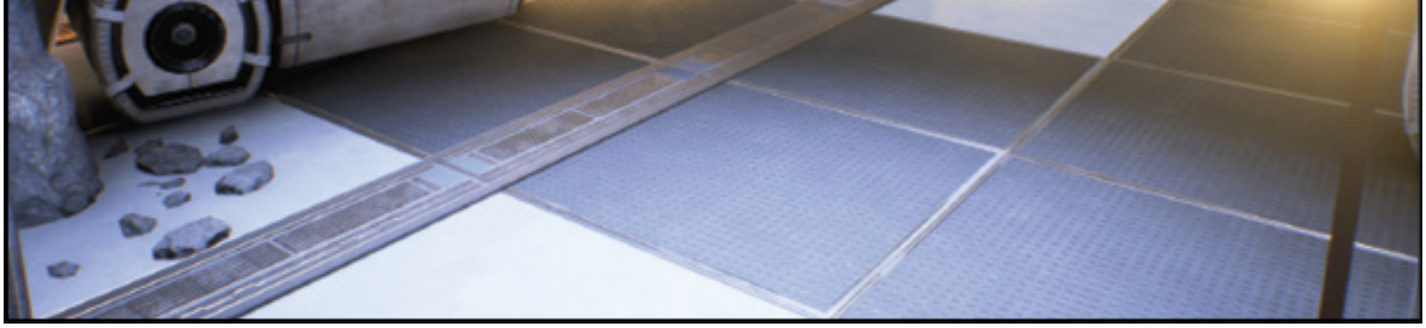


However, it provides no view of the lower walkway or the entrance to Room 8. The lack of visibility allows enemies to boost up onto the platform and engage in melee attacks almost immediately.

Lower Walkway: Low cover points fill the lower walkway, but it features no barriers to prevent enemies from attacking openly from the north or south.



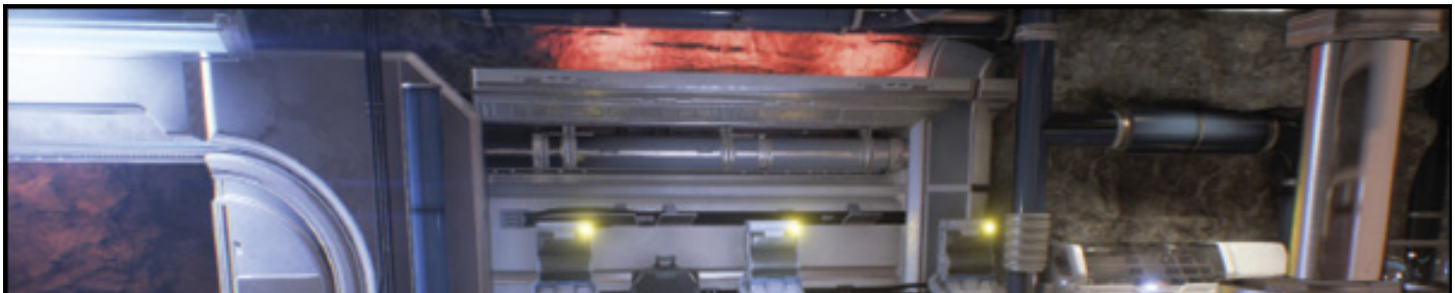
North Corner: The north corner of the map, just outside Room 7, is hands down the best place to set up a defense. As few as two players can defend this area—one defends against enemies coming from the south, while the second defends against those coming from inside Room 7.



Room 7: Room 7 is a small room featuring two doors and one explosive barrel. The north door exits to the north corner. The south door, which exits into Room 8, provides a good look at most of the room, while the northern door acts more as a blind corner.

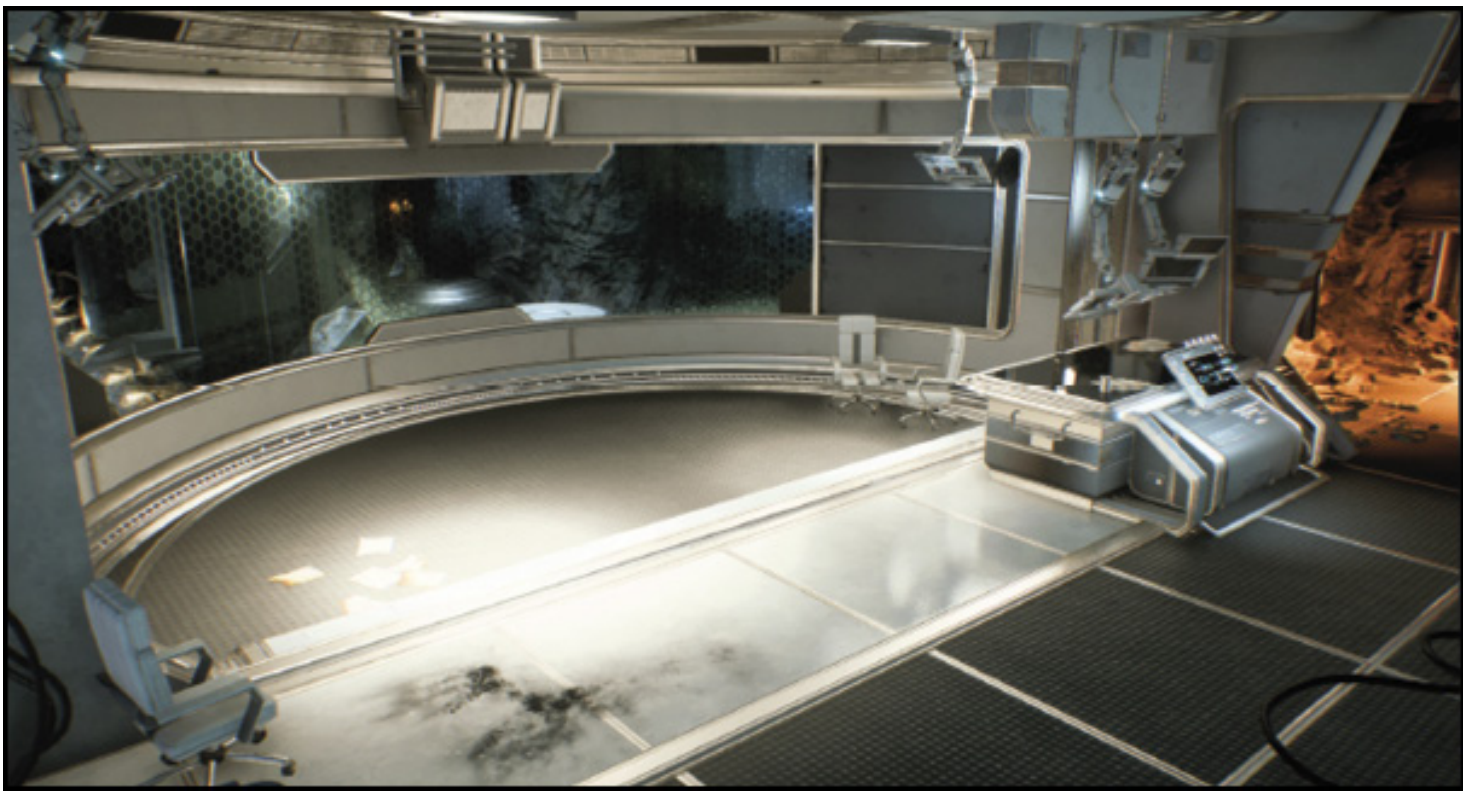
Room 8: Room 8 is a large room with plenty of cover points, great for taking on enemies who chase you inside.

However, holding Room 8 is problematic. As you kill enemies, more spawn and enter from one of three doors. While a few points offer protection from all angles, only one small cover point offers safety and a view of the entire room.

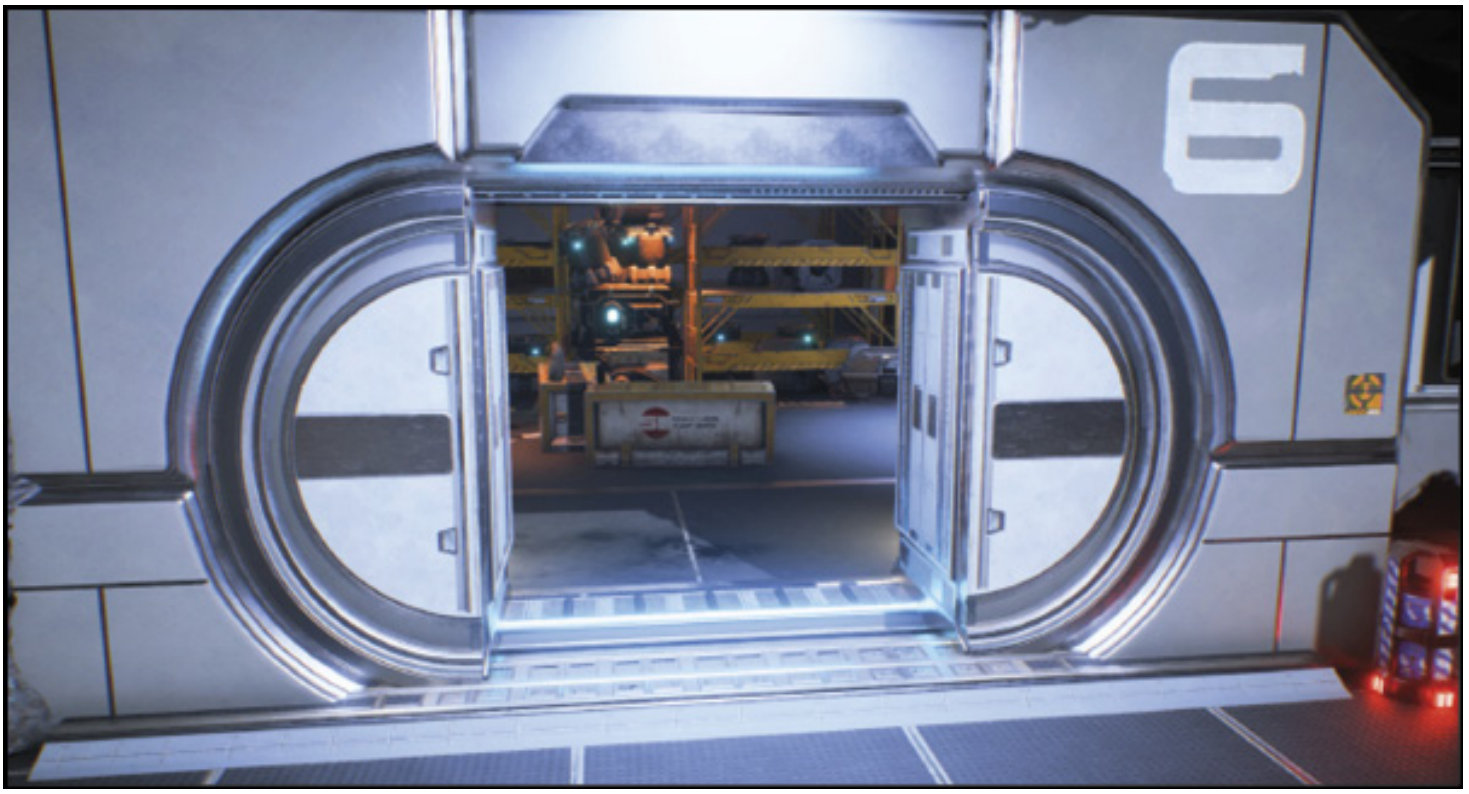


Room 5: If you're looking to defend a room on this map, Room 5 is your best option.

Room 5 features multiple cover points protected against each of the three entrances/exits, allowing multiple players to engage enemies safely even if the enemies begin to enter the room.



Room 6: This room is a nice stopping point to quickly defend against weaker enemies. It only has two entrances, one leading to Room 5 and the other leading to the outside.

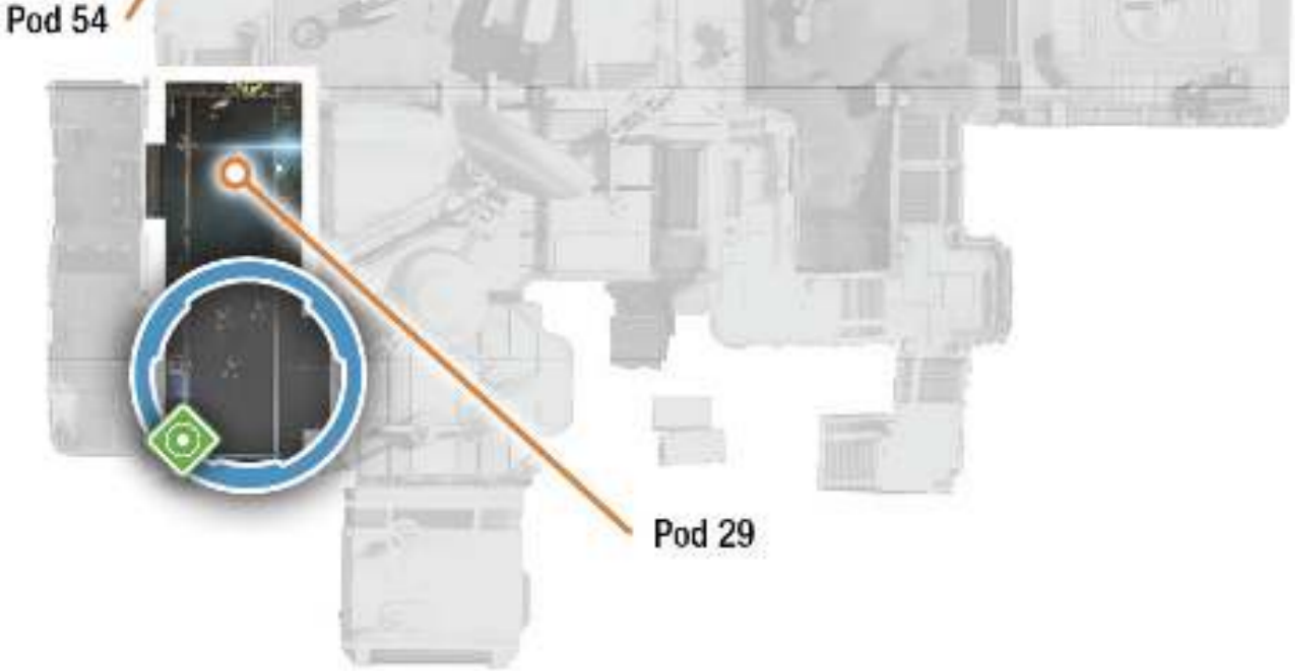


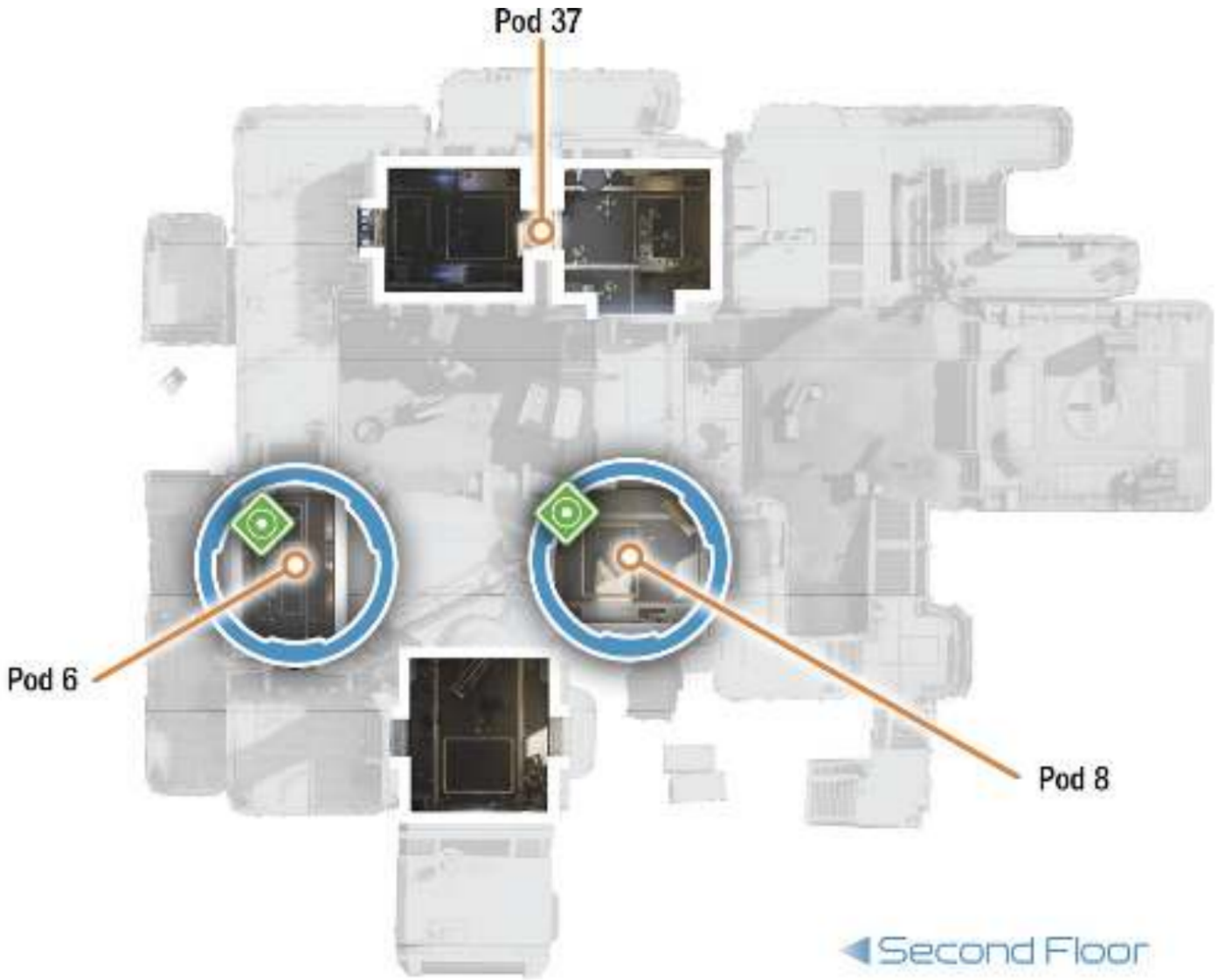
If you're on the extraction wave, don't hold out in this room. Enemies begin to form up on the outside between you and the extraction point, creating quite an obstacle.

MASS EFFECT ANDROMEDA

Multiplayer Atlas

Firebase Sandstorm





◀ Second Floor

MAP LEGEND

ICON	ITEM
	Ammo
	Devices
	Biotic Explosive
	Incindiary Explosive
	Cryo Explosive
	Electric Explosive
	Extraction
	Objective

Researchers at this sweltering outpost develop strategies and equipment to mitigate the desert's damaging effects on armor, weapons, and shuttles. Their collected data would provide a valuable strategic advantage to anyone operating in the searing heat and coarse sand of the Heleus Cluster's desert worlds.

Firebase Sandstorm features a modular design with "pods" that each feature a number at one of their entrances, allowing for easy visual identification.

STRATEGIC POINTS

Landing Pad: The landing pad is your starting and extraction point on Firebase Sandstorm. This is the best defensive location, thanks to its two sets of cover and the nearby ammo crates outside Pod 8 to the south and Pod 10 to the north.

Start out by holding the metal barricades closest to the pods as your main defense. Fall back to the large cover in the rear when enemies get too close or perform area-of-effect attacks. The main threat to your defenses comes from the rooftop above Pod 10. Enemies can attack players behind the front patches of cover with accurate fire. Constantly check the rooftops for threats to avoid being overwhelmed by an unexpected burst of fire.

Teammates in the back set of cover should focus on suppressing any enemies on the high ground. Leave other ground-based enemies for the players in the front. If you're getting overrun, head toward the south side to quickly put distance between you and your enemies while your team decides where to hold down next. Loop through the middle, clearing out enemies as you push back to the landing pad, to re-secure this defensive point.

Pod 10: There is an ammo crate just outside the east door of Pod 10. Inside Pod 10, multiple cover points sit just inside each of the four entrances. Each point is exposed to the closest entrance and leaves you blind to the other two entrances. Use this room as a quick getaway when you're under fire, and as a "safe" path to Pod 54.

Pod 8: Access this pod from the staircase that leads toward both the south side and the walkway to Pod 37. A small diagonal barricade provides just enough room to shield a player from both entrances.

Use this position to scan your planned route, taking out enemies in the way before they encroach on the room. This small defensive position can work well in tandem with teammates down on the landing pad. While they help pick off enemies who come up the stairs, the player in Pod 8 takes care of enemies on the walkway and on the roof of Pod 10.

Pod 54: This is a small room with an L-shaped desk that provides cover from both entrances.

Enemies coming in through the east entrance don't give you warning; the short line of sight prevents them from becoming visible until they enter. Equip a close-range weapon while watching this door.

You may spot enemies coming in from the south a bit farther away, but defense here is mostly limited to close range. Don't spend too much time in here. Given the room's small size and only two exits in close proximity to each other, you risk getting easily overrun.

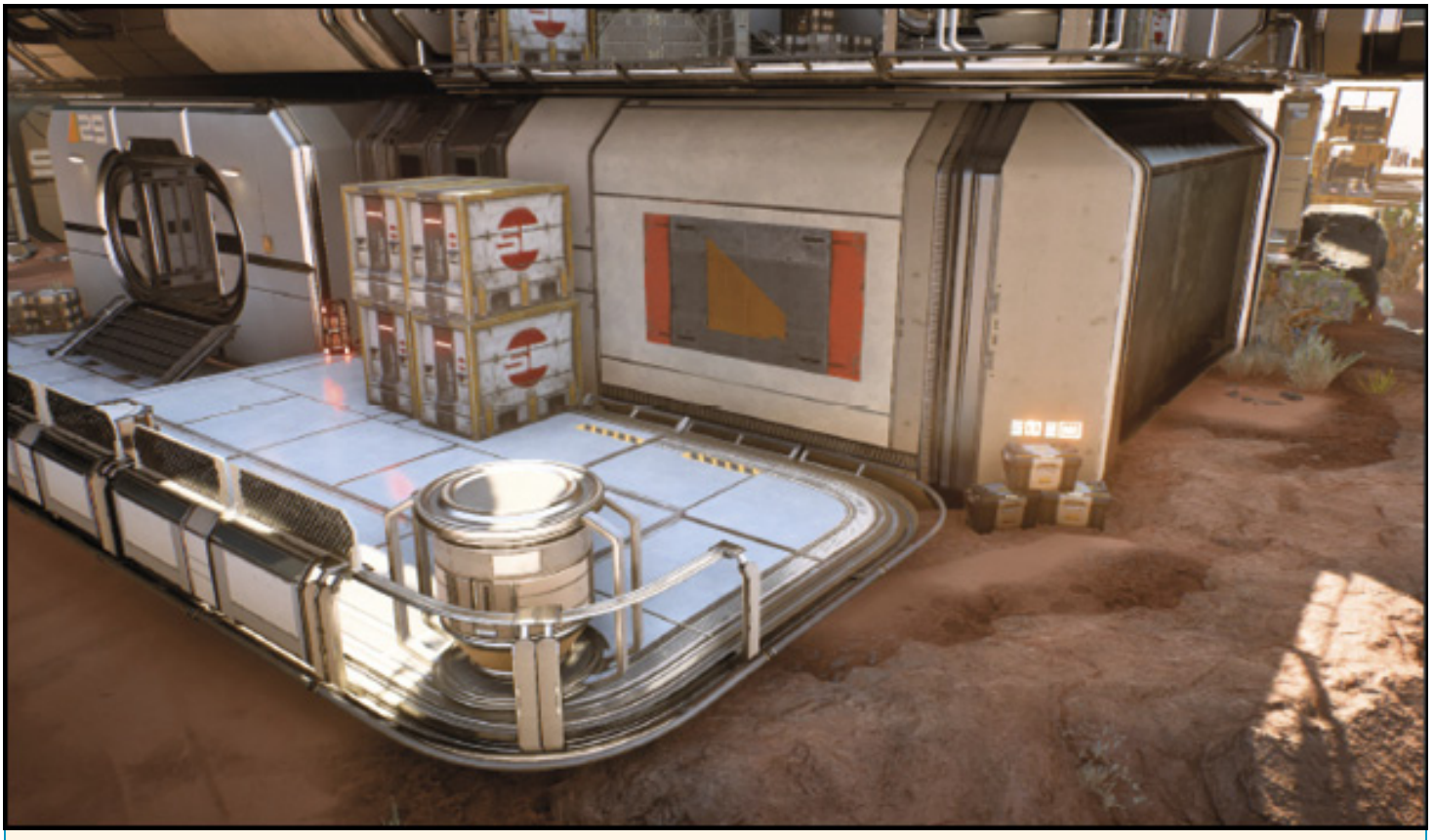
Pod 37: This pod provides plenty of cover, including a kitchen sink! The east end features a sturdy L-shaped kitchen counter that offers not only great lines of sight on the south and west entrances, but defensive positions as well.

The west room of Pod 37 provides multiple large cover points with containers scattered to each side. These containers are ammo-proof as well as transparent, allowing you line of sight on the west door whether or not you've retreated farther behind the cover.

This room makes for a great defensive point. You can access it quickly from the landing pad and the far-west areas of the map, meaning it offers you a good place to run regardless of your current location.

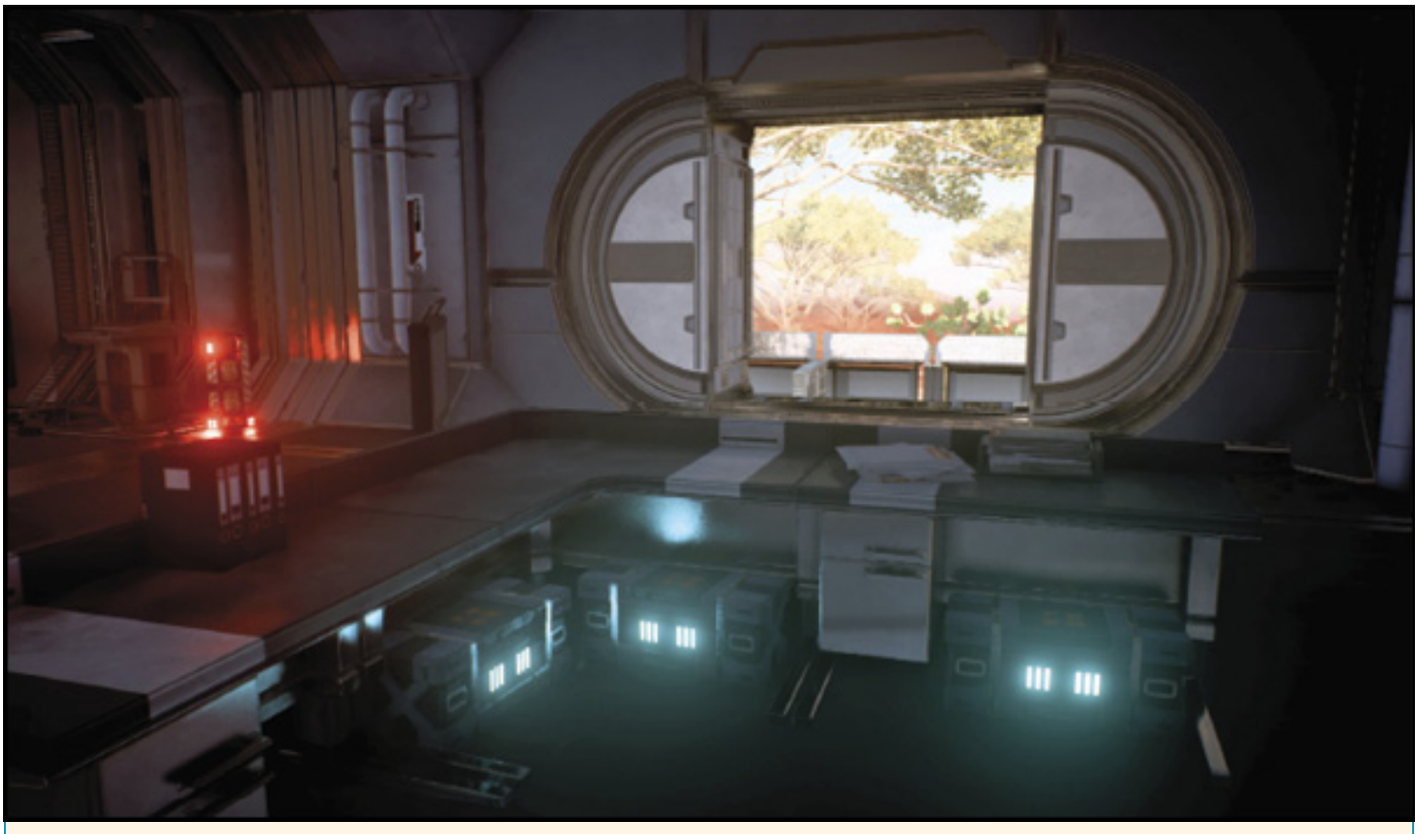
Pod 6: This pod is accessible from the north and south sides, leading in from the northern Pod 37 walkway and out toward the south side. Quickly tuck behind any of a few low-cover points to take out enemies chasing you, but be aware that these points leave you exposed to attack from the other side. Use this pod primarily as a shield from fire as you transition to or from the south side.

Pod 29: L-shaped barricades are positioned just inside both the east and west entrances to Pod 29. The layout of the room to the north and south prevents you from looking out both doors at the same time, which means enemies can only shoot in from one direction, based on your cover.



An ammo crate is located outside Pod 29, touching the southwest-facing corner. While it isn't directly outside an entrance, you can access it quickly from either entrance.

To hold Pod 29, break off into two teams of two, with one pair guarding each entrance. Engage incoming enemies with mid-close-range weapons. Place a team member with a long-range weapon at the east door to pick off enemies on the far stairs that lead to Pod 8. Area-of-effect-based powers help keep enemies from taking cover behind the medium and small crates that lie just outside the east exit.

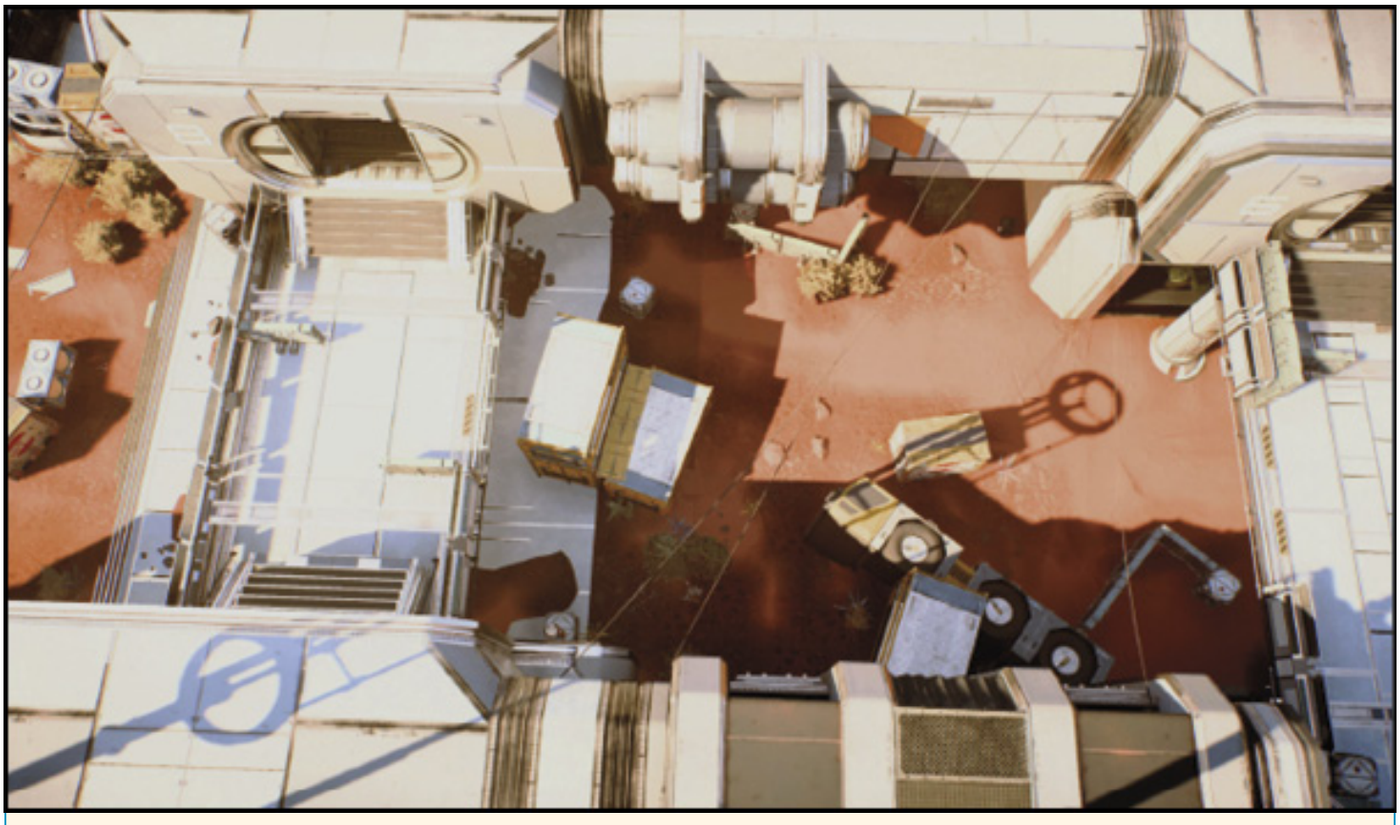


Enemies coming in through the west entrance may rush in and attempt to take cover in the room with you, or take cover in the doorway. Take them out before they stack up and increase their numbers.

Rooftops: The rooftops on either side of the map feature multiple L-shaped cover points at the bases of large rotating antenna-like objects. If you pick off enemies as they appear on the roofs, these make great places to hold for a while.

Switch between rooftops and lower areas to maintain distance between you and larger enemies that require a bit more time to kill. As enemies jump onto a rooftop, move off to a lower area. The enemies split up as they drop off, taking pressure off the player.

The Middle: The middle is full of crates and objects that provide cover of various sizes and form a makeshift maze through the map. Multiple pods exit into the middle, and the walkways between them make enemy encounters from all angles an issue.



Aside from the ammo crate, the most useful features of this area are the large cover points that force larger enemies to slowly snake their way through. Attack these large enemies as they progress, then dodge behind cover as they continue through. For an especially effective tactic, station a few teammates on the upper walkways or rooftops to maintain a barrage of damage, forcing enemies to keep moving.

South Side: The south side of the map lacks cover and is open to attack from almost all angles, with the exception of the edge, which is off-map. Avoid spending prolonged periods of time in this area. Instead, hustle into the pods for cover and better tactical defensive points.

PRIMA GAMES

MASS EFFECT ANDROMEDA

Multiplayer Atlas

Firebase Icebreaker

MAP LEGEND

ICON	ITEM
	Ammo
	Devices
	Biotic Explosive
	Incindiary Explosive
	Cryo Explosive
	Electric Explosive
	Extraction
	Objective

Outlaws built this facility to crack thick ice fields and obtain cheap fuel and ingredients for rare narcotics. Enemy factions want that factory up and running—the kett want its fuel, the Outlaws want the profits, and more Remnant are reaching the surface through cracked ice. The militia wants this facility shut down for good.

STRATEGIC POINTS

Building 77: Building 77 is on the south side of the map. Holding down this point with your team is a great way to work through survival rounds.

Place one set of teammates on the east side of the room, protecting the entrance to the north, while the other set of teammates works to guard the west entrance. The north window at the west entrance precludes safe cover, so guard the entrance from the same patch of cover in the east side of the room. Or stay standing, and step out into view of the doors to engage enemies as they come in.

Building 77 contains an ammo crate; this alone makes it worth defending. The ammo's presence allows you and your teammates to continue your defense indefinitely.

Station a player up on the roof to slow the progression of the enemy. This player should equip a sniper rifle and assault rifle. Use the sniper rifle to engage enemies on other rooftops and at the longer distances across the map; save the assault rifle for any enemies who get close enough to climb onto your rooftop. Communicate with your team below to determine enemy spawns, and shift accordingly between the cover points on the east and west sides of the roof. Since this point is located just outside the north door, it is a great final holding position when waiting for the extraction.

Building 4: Outside the west entrance to Building 4 lies a long walkway with bits of cover. One of these bits includes an ammo crate, situated in a great location at the top of a ramp, in a straight line from the west entrance.

Building 4 features two well-placed spots of cover that, when manned by multiple players, allow for a close-range defense.

Two windows on the east side of the room offer a good view of the smokestacks. They also provide easy access to the room from the smokestacks, with assistance from your jump-jets. Whether you jump out to the smokestacks or into Building 4 from the windows, use this spot to distance yourself from oncoming enemies.

Snowfield: The snowfield is your spawn point for Firebase Icebreaker. The field is on the west side of the map and littered with cover, making it a great position to hold a temporary defense.

On the downside, the enemy can take advantage of large flanks and high ground. Any long-term defense in this area becomes problematic when the enemy can force you to move constantly from cover to cover. Turn this weakness into a strength by fighting. Traverse from cover to cover over this large area to maintain your aggression and freedom of movement as you attack and evade.

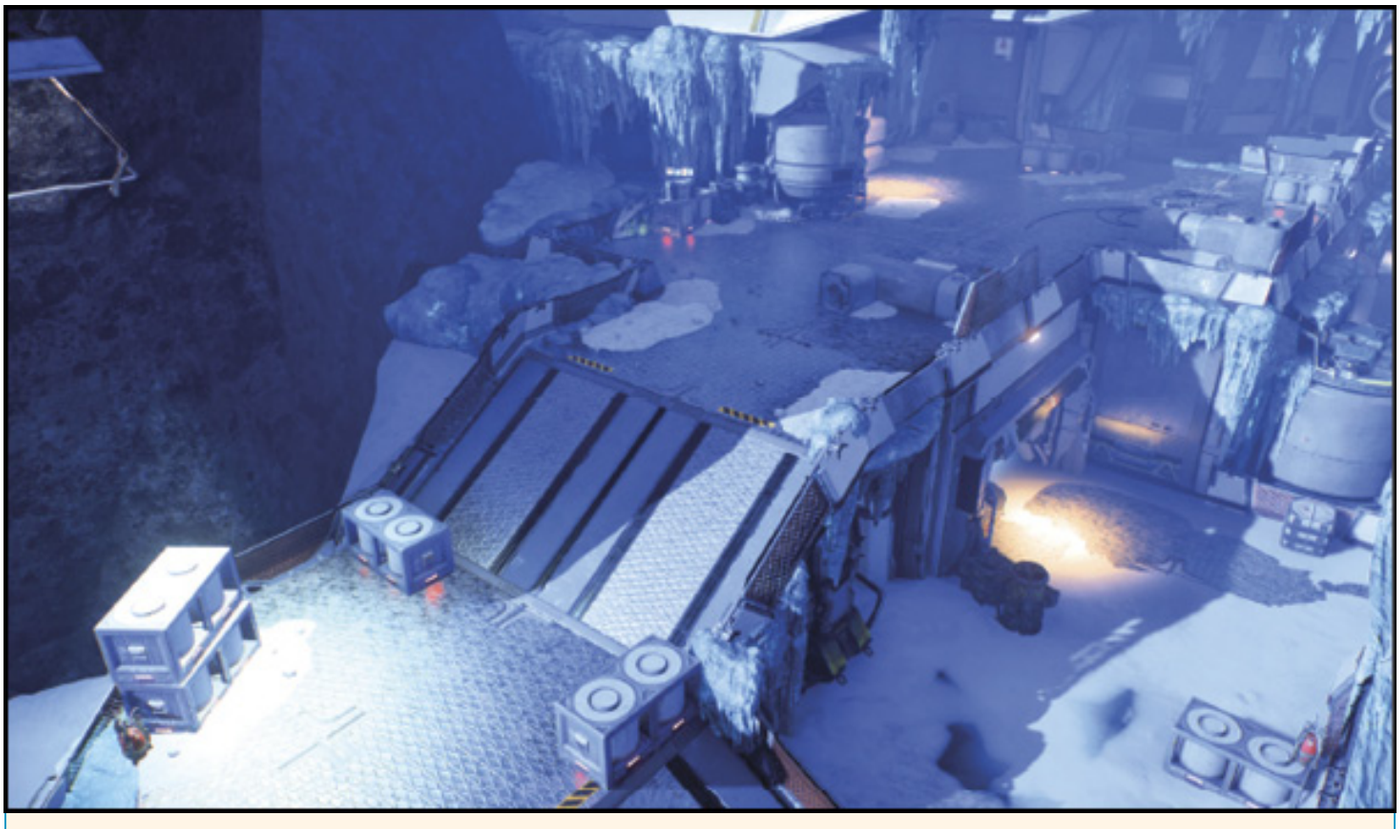
Building 3: Building 3 features entries to the south and east, plus one “secret” entrance that cannot be used by enemies, underneath the north platform.

The secret entrance isn't easy to use; take advantage of it only in low-pressure situations. Break through the middle windows that guard a large machine, then jump into the small room with the machine, climb over the center, and jump out the window on the other side. The L-shaped cover facing the south door allows for a solid defense at medium range, but being blind to the right and left means you need a close-range alternative ready. Fight enemies as they appear from the sides of the door.

There are a couple options when guarding the east door. For a more defensive position, cling close to the wall and take the piece of cover next to the south door. Stepping too far away from the wall opens you to attack from enemies just outside.

For a more aggressive approach, take the small piece of cover that protrudes from the east door. This spot puts you in range for a quick run to the ammo crate 20 meters away from the cover point. Watch for enemies coming from your blind side to the south; they can reach melee distance without warning—especially bad if any of them is equipped with a shotgun!

North Platform: Without a full team, the north platform merely provides a place to pick up ammo, get to high ground, and engage a few enemies before moving on. With a full team, the dynamic changes completely, and this area becomes a multi-leveled fortress where your team can openly attack enemies at almost any location on the map.



When defending this area with your team, send two players to the roofs. Meanwhile, the other two members should guard the ammo crate by holding the west ramp and hunkering down at the small L-shaped cover across from the ammo crate. From there, they can defend against enemies from the east. When facing large enemies, the team on the roof can do considerable damage by using the ground-based team as “bait” to force the enemy into the open. Expose weak points for a quick takedown!

Smokestacks: Two large pipe-like structures mark the area for the smokestacks. The lack of cover and openness to multiple angles of attack make defending this point a troubling task.

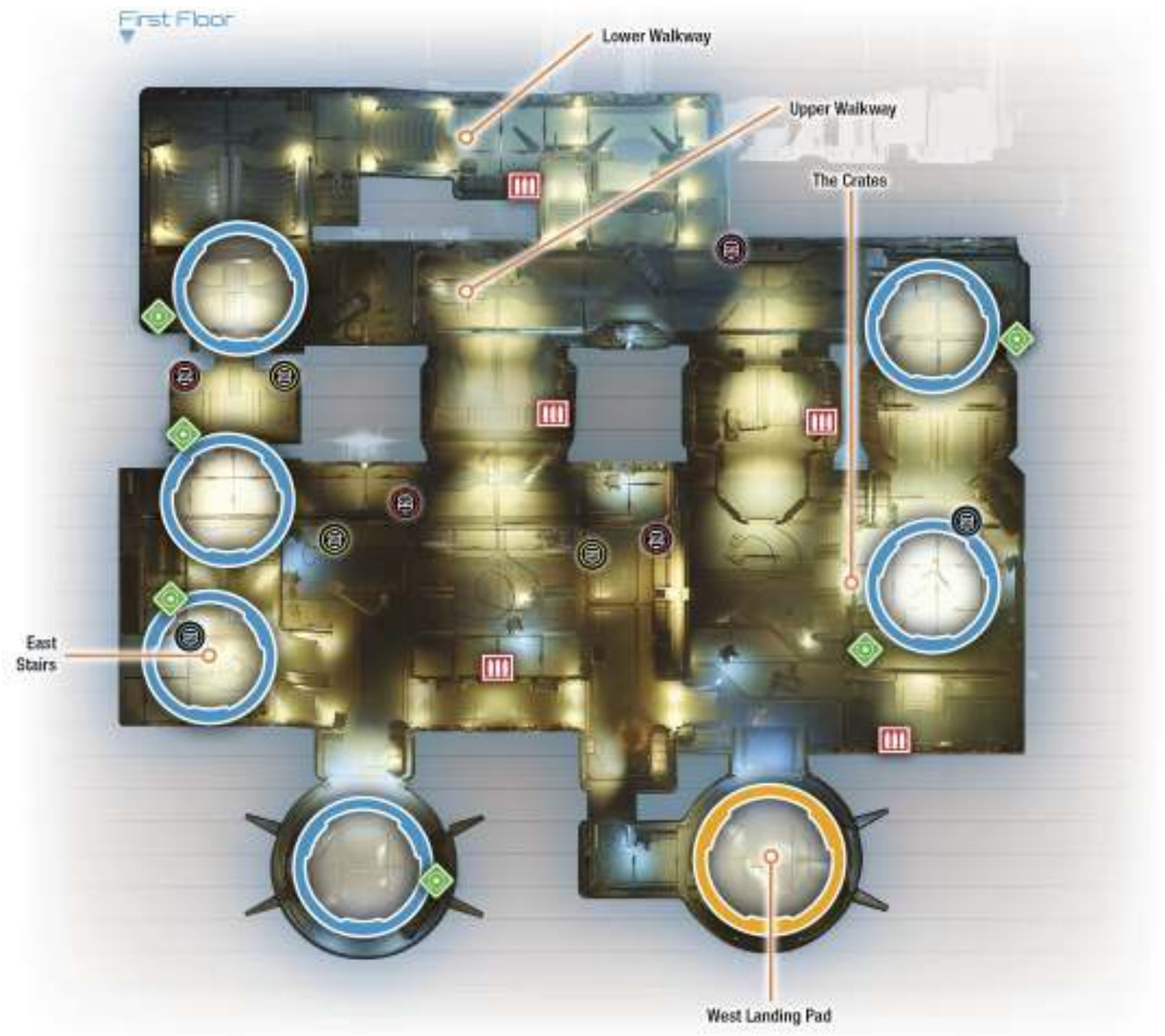
The east side of the smokestacks contains the extraction point for Wave 7, located just outside Building 77.

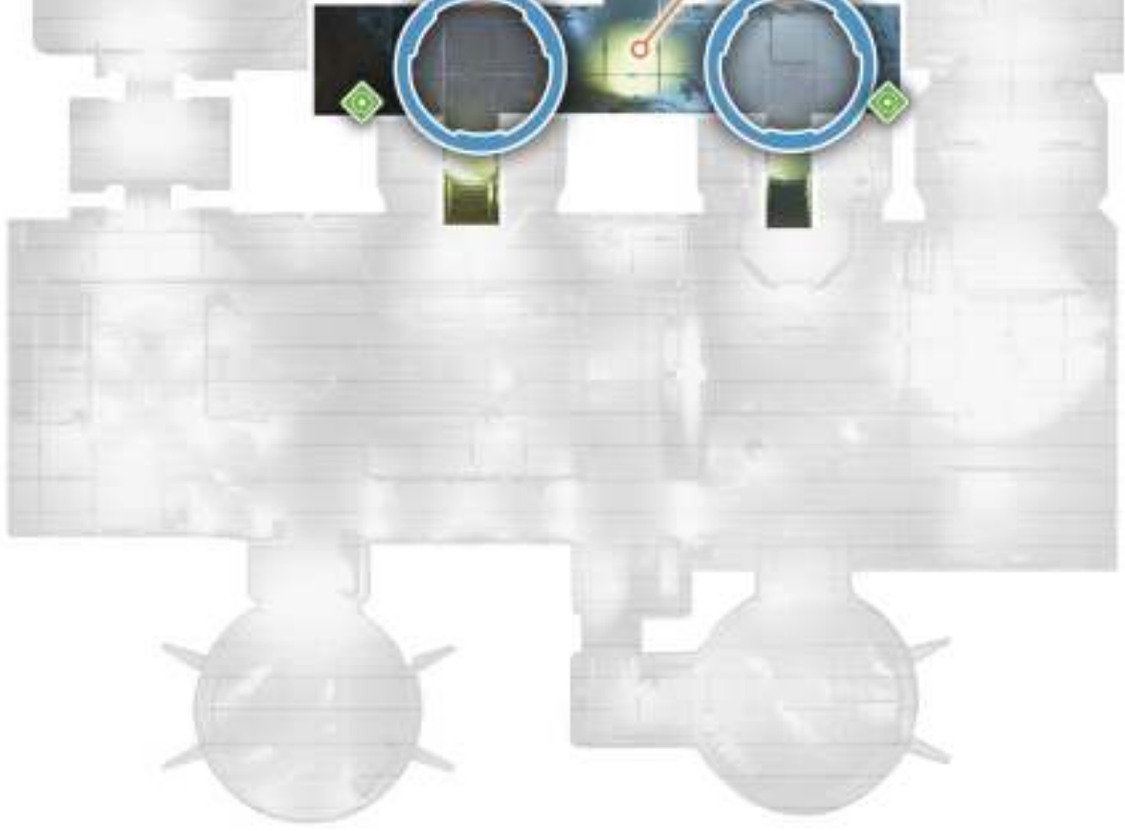
What the smokestacks lack in defensive capabilities, they make up for in traversal routes. Use the smokestacks to easily move from the north platform roofs to any roof on the map and vice versa. Doing so doesn't grant you any ammo, but it's a great way to get the enemy off your tail. When running through the ground level of the smokestacks, be sure to run by the ammo crate located between the two large smokestacks.

MASS EFFECT ANDROMEDA

Multiplayer Atlas

Firebase Derelict





MAP LEGEND	
ICON	**ITEM**
	Ammo
	Devices
	Biotic **Explosive**
	Incindiary Explosive
	Cryo Explosive
	Electric Explosive
	Extraction
	Objective

This kett ship is adrift in the Scourge. Symbolically important to the kett, its databanks are full of valuable information available to those who can decipher it. Damage to the ship requires sections to be sealed off and reopened before the militia can proceed to gather information and then meet an extraction shuttle.

Note the open ends on the north and south sides of the map. These provide a means for you to conserve ammo and quickly deal with nearby enemies. Use biotic powers to toss enemies right off the edges!

STRATEGIC POINTS

West Landing Pad: This is your infiltration and extraction point, featuring a few points of cover.

These cover points only provide protection from the south and leave you open to attacks from the east. An ammo crate is located nearby in the crates portion of the map.

The Crates: Separated from the north center by a large wall, this section of the map contains several crates. This area also has multiple levels and allows access to the basement and upper walkway.

An ammo crate just outside the west landing pad allows easy access during a fight.

A team of three can easily defend the upper platform at the bottom of the stairs leading to the upper walkway. Simultaneously watch the basement entrance, the upper walkway entrance, and the walkway between the two launch pads. Equip assault rifles to deal with primarily medium-range enemies.

East Stairs: East of the wall on the north side of the map is a mostly open area with two staircases allowing access to the basement and upper walkway.

The stairs leading into the walkway provide multiple cover points, most notably the L-shaped cover that sits at the first platform halfway up. When overrun, leap up to the higher platform and head to the south side of the map, or jump down the staircase and head for safety in the basement.

An ammo crate just below the center of the walkway, north of the entrance into the basement, can be accessed from the walkway above. Keep in mind that the orange glowing cover of this walkway is destructible and doesn't provide cover for long.

The Basement: The basement acts as your underground transition point to either side of the map. It features two entrances from the north and one from the south.

L-shaped cover on the east and west sides of the room is positioned directly in front of the north entrances, allowing an easy defense of the stairs. With four teammates, you can lock down the basement. If you become overrun at one side of the room, quickly transition to the other side and slowly work your way back. Make sure that you are not outflanked by enemies who enter through the south entrance.

There is no ammo crate in the basement, so run out to grab ammo between waves.

Upper Walkway: Use this area mainly for evading enemies quickly through the maze of low, medium, and high cover.

An ammo crate is located in the largest entrance, closer to the east side of the map. Cross through this point if you need ammo. Be careful—the walkway's size and lack of cover mean you're vulnerable to any trailing enemies. Keep moving!

A total of four crossover points exist between the north and south areas of the walkway, each room with the same weakness—you must face enemies at close range and are vulnerable from both sides.

Lower Walkway: The only pathway in or out of the basement to the south leads to the lower walkway. An ammo crate is just around the corner from the basement opening.

The entire south-facing edge of the walkway features low cover. Use biotic powers to toss enemies over the edge. Instant kill!

Be extra careful when boosting on the walkway. Falling off the map doesn't kill you, but it places you back into battle with no shield and only a small portion of health, making you an easy target for any enemies in the area.

PRIMA GAMES

MASS EFFECT ANDROMEDA

Multiplayer Atlas

Firebase Magma

MAP LEGEND	
ICON	**ITEM**
	Ammo
	Devices
	Biotic Explosive
	Incindiary Explosive
	Cryo Explosive
	Electric Explosive
	Extraction
	Objective

A lava field isn't the likeliest place for an industrial outpost, but Outlaws built a facility here to harness its massive amounts of geothermal energy. This power then fuels advanced factories that create experimental weapons and incendiary munitions.

STRATEGIC POINTS

Kitchen: The kitchen is the best defensive position for a full team of players. It provides ample cover, great lines of sight, and quick access to two nearby ammo crates—one in the pipe room and one in the middle of the map.

Two rooms make up the kitchen area—a small office to the north, facing the middle, and the main kitchen.

Defending the north entrance from the office can be difficult if enemies start pouring through the window that faces out toward the pipe room. Keeping the office and the window secure is imperative for maintaining clear access to the two ammo crates. If you're getting overrun, the kitchen counter provides ample cover against the north entrance.

Use a team of two players to defend the west entrance to the kitchen from the pipe room. Have one player guard the ramp from behind the small barricade, while the other takes cover at the window, looking through the pipe room into the crane bay. When guarding the window, make use of a sniper rifle to clear out enemies behind the far cover and deal damage to heavy enemies as they slowly advance to the kitchen.

The Rocks: This is where your mission begins and where your extraction point is on the seventh wave.

An ammo crate is tucked away behind a large piece of cover and small pile of rocks, just south of the stairway leading into the middle.

If traversing through the rocks, avoid heading west toward the lava. Fighting your way back through to the middle from the far ends of the rocks isn't an easy task; enemies can surround you, forcing you to take cover and move slowly through the field of rocks and small bits of supply available for cover.

North Building: The largest building on the map, the north building features a small patch of high ground. Aside from the window, it has only two entrances to guard.

Put one player in the window, preferably with a long-range weapon to snipe enemies in the crane bay and the rocks as they advance. A single teammate in the piece of L-shaped cover facing the west door should be able to hold off any enemies the sniper doesn't pick off.

The other two players should head to the east side of the building, using the desk and the base of the support to provide cover against the east entrance. One player from the east room should “float” between both objectives as pressure increases at each entrance.

At the top of the ramp between the two rooms inside the north building is an ammo crate. Communicate with your team to prevent enemies from sneaking in behind you while you reload!

Pipe Room: The pipe room is home to an ammo pack and a decent amount of cover.

Most of this cover is good for short-term protection. Be aware that it leaves you open to attacks from its rear flanks. Use this area mainly to get to the kitchen or as a means to obtain ammo when moving to or from the middle.

Crane Bay: The crane bay is an L-shaped area featuring a large crane system for hauling objects into the firebase. A nice patch of cover near the ammo crate on the south side of the base allows you brief security while you fend off any pursuing enemies.

The main issue with this defensive position is the exposed flank to the west that allows enemies to quickly jump up to your level and attack. The cover doesn't provide much protection. Use the crane bay as a transition point to kill off a few enemies and resupply before heading into the kitchen, a much more defensible point.

The Middle: The north and south areas of the map all dump into a center section that features three levels of elevation.

Use the elevation levels in conjunction with your jump-jets to quickly put distance between you and your enemies. At the east side of the middle, a small corner carved into the dead end contains an ammo pack shielded by a small patch of low cover.

MASS EFFECT ANDROMEDA

Multiplayer Enemies

Overview

Each Multiplayer match pits you against seven waves of enemies from one of the three factions in *Mass Effect: Andromeda*. Each enemy fights differently and possesses special behaviors and weaknesses that you can leverage to gain the upper hand.

MASS EFFECT ANDROMEDA

Multiplayer Enemies

Kett

The kett are composed of many different races that they've absorbed and genetically engineered.

Kett weaponry is generally plasma-burst-based. These weapons feature visible, often fast projectiles that differ from standard weapons.

Kett are weak against fire- and cryo-based attacks and gain effectiveness by attacking at close range.

CHOSEN

The core of the kett's frontline troops. Provides shape to battles by forming a front and using the available terrain for protection.

COMBAT BEHAVIOR

The main goal for the Chosen is to deal as much damage as possible and keep the player pinned down while maintaining cover. When multiple Chosen circle you from their cover positions, a few may begin to close in, moving from cover to cover to close the distance and come within range to throw a grenade. The Chosen are vulnerable to close-range attacks and mostly attempt to run for better cover as you advance, which leaves them open to attack. Get in too close, and they use a melee combo that not only damages you, but can disrupt your shield, causing it to regenerate at a slower-than-usual rate.

Area-of-effect attacks work well against the Chosen, especially if you catch a group of them as they run for cover.

SPECIAL BEHAVIOR

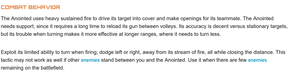
Frag Grenade: Occasionally one of the Chosen tosses a grenade to deal damage and flush you out of cover, opening you for attack. Keep the Chosen pinned down and at a medium distance to prevent these foes from throwing grenades.

FIGHTING TACTICS

If you can't take down a Chosen before they take cover, keep them pinned down with suppressive fire while you or your teammate attacks from the flank. When larger enemies begin to spawn, take down the Chosen; if not, they will quickly begin to populate the area and attack from the safety of cover.

WRAITH

Attack dogs of the kett. Causes disorder among their enemies, softening them up for a main assault or chasing down individuals.



COMBAT BEHAVIOR

The Wraith does its best to sneak up on your flank, leaping over cover and cloaking itself. Your best bet is to take the Wraith out at range so you're not forced to abandon your cover to engage it.

Despite that the bone covering the Wraith's head looks well-armored, the head is a weak point. After taking a good amount of damage, the bone breaks, briefly stunning the Wraith and leaving it open for attack without the risk of it leaping at you. Breaking through its weak point is the best way to stop it at close and medium range. Once the bone breaks, the Wraith can no longer cloak.

When in close proximity, the Wraith bites, scratches, and attacks with its tail.

SPECIAL BEHAVIOR

Camouflage: The Wraith becomes invisible while moving. It decloaks when attacking or upon taking a significant burst of damage.

FIGHTING TACTICS

Don't let the Wraith get in too close! Wraiths can perform sync attacks in close proximity, forcing you out of cover while attempting to fight them off. If you don't have a close-quarters weapon, try using melee attacks to eliminate them. Also, keeping your back up against a wall can provide much-needed defense against Wraiths sneaking up from behind!

ANOINTED

The heavy-weapon counterpart to the Chosen, the Anointed carries a heavy plasma cannon and primarily relies on its squad for protection.

COMBAT BEHAVIOR

The Anointed uses heavy sustained fire to drive its target into cover and make openings for its teammate. The Anointed needs support, since it requires a long time to reload its gun between volleys. Its accuracy is decent versus stationary targets, but its trouble when turning makes it more effective at longer ranges, where it needs to turn less.

Exploit its limited ability to turn when firing; dodge left or right, away from its stream of fire, all while closing the distance. This tactic may not work as well if other enemies stand between you and the Anointed. Use it when there are few enemies remaining on the battlefield.

The Heavy Pulse cannon must warm up before firing, allowing you time to drop the shield and quickly drain the health of the Anointed.

FIGHTING TACTICS

Anointed move slower than other units, allowing you to easily put distance between yourself and them. Try drawing them into a close-quarters fight in order to dodge their attacks.

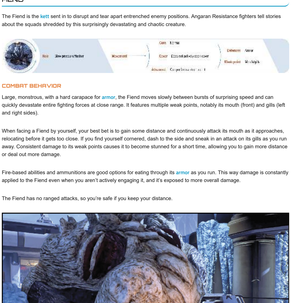
DESTINED

An Ancestral who leads troops from the front. A skilled battle commander who can assist its comrades while holding its own in battle. The Destined provides light shields to teammates, even those who don't normally have them, and obscures the battlefield with smoke exuded from its pores.

COMBAT BEHAVIOR

The Destined is lightly armored with a small but powerful weapon, making it a high-value target in groups but not a large threat when found alone.

Once you've drained the Destined's light shield, it can be thrown around with biotic attacks. Use this tactic to get it away from its allies and prevent it from cloaking them.



SPECIAL BEHAVIOR

While the Destined's strong shotgun makes it a threat even without abilities, the smoke exuded from its back adds an extra layer of difficulty. The Destined's purged smoke can cover a large area, cloaking any Chosen, Destined, or Anointed within its field.

Enemies within the cloak can still be killed, but attacks that can track enemies don't lock on to them.

FIGHTING TACTICS

Kill the Destined quickly to prevent them from deploying smoke from their backs. Keep your distance when attacking one to prevent it from unleashing large amounts of damage with its shotgun. The Destined doesn't have a lot of health; it gains its true power from the smoke it emits. Its low health makes it a great target for snipers, allowing it to be killed with a single shot to the head once its shield drops!

ASCENDANT

kett archetype. Proud master of the battlefield. The Ascendant stands tall, knowing its enemies should flee, and if they don't, it will lay waste to them. Although roughly human-scale, this kett uses an anti-gravity ability to float up into the air, physically raising it above the fray and helping it get a good shot at its enemies.

COMBAT BEHAVIOR

The Ascendant constantly creeps toward you while pestering you with its standard orb attack, which flings high-damage balls of energy.

If given the time, the Ascendant empowers its attack, locking the Ascendant's Orb in one place while it charges up an even stronger attack. This attack deals damage to a large area and leaves a trail of fire on the ground from the firing point to the point of contact, dealing damage over time if the player remains in the area.

The empowerment stage is a great time to deal damage to the Ascendant's Orb since it's locked in place. Don't position yourself directly in front of the orb, as this will leave you in the line of fire if you fail to interrupt the charged attack.

To damage the Ascendant, first take down its shield by destroying the Ascendant's Orb, which is the only point that can be damaged. You must damage the orb directly, meaning you cannot damage it when it's on the opposite side of the shield. Once the orb is destroyed, the Ascendant can be attacked with biotics and is open to taking damage. The Ascendant doesn't fully reel from force or knockback; instead it uses energy to quickly level itself out and begins regenerating the Ascendant's Orb to restore its shields.

SPECIAL BEHAVIOR

Force Recovery: Ascendants can recover from force or knockback while in the air.

Sync Attack: If the Ascendant gets within close range, it locks you in and surrounds you with a ball of energy, slowly compacting you until it slams you into the ground.

FIEND

The Fiend is the kett sent in to disrupt and tear apart entrenched enemy positions. Angaran Resistance fighters tell stories about the squads shredded by this surprisingly devastating and chaotic creature.

COMBAT BEHAVIOR

Large, monstrous, with a hard carapace for armor, the Fiend moves slowly between bursts of surprising speed and can quickly devastate entire fighting forces at close range. It features multiple weak points, notably its mouth (front) and gills (left and right sides).

When facing a Fiend by yourself, your best bet is to gain some distance and continuously attack its mouth as it approaches, relocating before it gets too close. If you find yourself cornered, dash to the side and sneak in an attack on its gills as you run away. Consistent damage to its weak points causes it to become stunned for a short time, allowing you to gain more distance or deal out more damage.

Fire-based abilities and ammunitions are good options for eating through its armor as you run. This way damage is constantly applied to the Fiend even when you aren't actively engaging it, and it's exposed to more overall damage.

The Fiend has no ranged attacks, so you're safe if you keep your distance.

SPECIAL BEHAVIOR

Sync Attack: The Fiend picks you up and repeatedly slams you around. Keep your distance and use your movement abilities (jump/dodge) to avoid falling victim to this devastating attack.

MASS EFFECT ANDROMEDA

Multiplayer Enemies

Outlaws

The Outlaws consist of angara and Milky Way species who, for various reasons, have allied themselves against the Pathfinder and APEX teams. Some of them are members of the angaran Resistance, who want all other species out of the Heleus Cluster. Some are a splinter group from the arks who no longer have faith in their leaders. Most, however, are criminals and pirates looking for personal gain in the lawless Cluster.

With the help of the Sharpshooter, the Outlaws excel at maintaining suppressing fire at long distances. Take them down first to prevent the enemy from moving in and surrounding you.

As biological units, Outlaws are weak against cryo and take extra damage from fire-based attacks. Electrical attacks work well for taking down their shields.

ADHI

Fast-moving melee units that can quickly close the distance on their targets. These enemies can vault over low and medium cover. Their primary purpose is to flush the player into the open.

COMBAT BEHAVIOR

The Adhi rushes directly toward its target and attacks in melee, leaping if the path is clear, then swiping with it claws. Have a close-range weapon or power ready at all times as your key defense against the Adhi.

It's possible to kill the Adhi with melee attacks, but use this tactic only as a last-ditch effort. It's risky, since standing up to perform a melee attack exposes you to enemy fire, and the attack doesn't complete the kill in itself. If you miss, you could get locked into the Adhi's strong Sync Attack, which causes damage over time, made worse by any additional incoming enemy fire.

SPECIAL BEHAVIOR

Sync Attack: The Adhi latches on with its huge jaws, and the player must fight it off. This attack deals damage over time, so the faster the player ends the Sync Attack, the less damage taken.

FIGHTING TACTICS

Much like other rush-type units, the Adhi will fearlessly attack your position. Prepare yourself with a shotgun or a backup plan! Assault rifles and submachine guns can be blind fired from behind cover when the Adhi get close, allowing you to quickly dispatch them.

If you fail to dispatch the threat with one clip, you may find yourself in a bad position with an Adhi closing in while attempting to reload. Try to defeat the weakened Adhi with a melee attack, or jump and hover to give yourself some extra time. Keep your back against a wall to prevent these units from sneaking up from behind, forcing them to come straight at you. This allows for the most amount of time to react and respond to their threat.

RAIDER

The Raider uses armor to protect itself, but it's generally weak. Its weapons are effective at medium-to-long range, and its equipped grenades help push players out of cover. The Raider is substantially weaker at short-to-melee range, so unless Raiders are supported by stronger short-range enemies, your dominant strategy is to close in on them.

COMBAT BEHAVIOR

The Raider's behavior is standard for *Mass Effect: Andromeda*—it stays behind cover, popping up to take shots at the player.

SPECIAL BEHAVIOR

If you take cover and don't engage the Raider for a short time, it throws a grenade to flush you out.

EXTRA INFO

Raiders come from different species, and while they all wear the same armor and thus look the same, one key variation differentiates between the species—the weapon.

SPECIES	WEAPON
Human	Avenger
Angara	Sandstorm
Salarian	Sandstorm
Asari	Mattock
Turian	Revenant

FIGHTING TACTICS

Eliminate the Raiders as quickly as possible to avoid their deadly grenades. These grenades will flush you from cover and open you up to attack from other nearby enemies. A good sniper can make short work of a Raider with a well-placed headshot or body shots courtesy of the more powerful sniper rifles like the Isharay. Although a single Raider isn't much of a threat, they can quickly stack up and begin throwing grenades if they are not eliminated right away.

SHARPSHOOTER

Highly mobile sniper, equipped with a sniper rifle. Its mobility comes from its jet pack, which it uses to evade the player. Sharpshooters are particularly good at attacking the Nomad because of their high damage, long range, and their evasive ability.

COMBAT BEHAVIOR

The Sharpshooter prefers to keep its distance. Be aware of cover along the edges of high ground, where they can get especially long lines of sight. All Sharpshooters are snipers.

SPECIAL BEHAVIOR

Air Force Recovery: The Sharpshooter can use its jet pack to recover from disabling biotic effects while in the air.

Laser Sight: Whenever the Sharpshooter attacks, it starts by aiming with a laser sight toward its target. The sight is active for a moment or two before it fires, which signals both the shot's destination and origin.

EXTRA INFO

While Sharpshooters all look the same on the outside, each species of Sharpshooter uses a different weapon.

SPECIES	WEAPON
Human	Viper
Angara	Isharay
Salarian	Widow
Asari	Vanquisher
Turian	Raptor

FIGHTING TACTICS

Fight fire with fire! Use a sniper rifle to quickly take down enemy Sharpshooters. Critical hits to the head will deal a large amount of damage and momentarily stun them, allowing you to safely line up another shot. If your weapons and powers

cannot effectively damage a Sharpshooter, move from one point of cover to another between the Sharpshooter's shots, using your Dash ability to evade their aim until you are within striking distance.

SPECIALIST

Species-specific characters within the Outlaw faction, each with special abilities and names. While the following characters are considered specialists, they're referenced by the display names given below.

SPECIALISTS

ANARCHIST

Display Name: Anarchist

Species: Turian

Description: The turians have developed a grenade that, once exploded, leaves a pool of fire on the ground, instantly abolishing the safety of your cover.

PARIAH

Display Name: Pariah

Species: Asari

Description: Even without proper training, these asari have mastered a few biotic attacks.

AGENT

Display Name: Agent

Species: Salarian

Description: Salarians are master spies and have some of the best tech in the Milky Way. They prefer deception to straight-up fighting, so many bring holograms into battle.

SABOTEUR

Display Name: Saboteur

Species: Angara

Description: All angara can manipulate electromagnetic energy, which makes them dangerous versus shields.

COMBAT BEHAVIOR

Specialists prefer mid-to-close range, sticking to cover. They attempt to get in close and attack with their pistols or shotguns.

NAME	WEAPON	TYPE
Anarchist	M-23 Katana	Shotgun
Pariah	Disciple	Shotgun
Agent	Sidewinder	Heavy pistol
Saboteur	Ushior	Heavy pistol

While specialists fight in a similar manner to the Raiders, your best bet is to engage them at medium-to-long ranges to prevent their close-range weapons from giving them the advantage.

SPECIAL BEHAVIOR

Each specialist possesses one special ability that sets it apart from the others.

NAME	ABILITY	DESCRIPTION
Anarchist	Inferno Grenade	An Inferno grenade that leaves a large burning area on the ground after impact, forcing you to evacuate your area or take continuous damage.
Pariah	Backlash	Creates a shield that reflects ammo back onto the attacker. Once activated, the Pariah leaves cover and attempts to flank the player. Wait for the shield to drop before attacking to avoid damaging yourself.
Agent	Hologram	The hologram moves and animates, but does no damage and shoots no actual projectiles. The hologram has a VFX scanning effect like an old television that distinguishes it from salarians, as well as much lower health.
Saboteur	Electromagnetic Drain	The Saboteur drains its target's energy, stealing shields and adding to its own via a beam.

HYDRA

By buying illegal (and quite hazardous) materials off the black market, the Outlaws have cobbled together large mecha-suits.

COMBAT BEHAVIOR

The Hydra walks slowly toward its target, using its basic attack—a chain gun—to keep the target pinned while raining down rockets. Once in range, it engages its boosters to leap at its target and engage in melee, massive arms swinging in wide arcs.

Take advantage of the Hydra's slow speed to avoid and flank it. The Hydra has a weak point on its back; destroy it to stagger the Hydra.

SPECIAL BEHAVIORS

Mortar Volley: At medium range, the Hydra marks the target with a laser sight, then stops and lobs rockets. Keep moving or get behind a large piece of cover to dodge the rockets. If you're willing to take the risk, this is a great opportunity to attack the Hydra's weak points.

Leap Attack: A short-range rocket-assisted leap attack with an impact around it. This deals high damage but also features a short recovery period, allowing you a window to attack its weak points freely. If the leap attack connects within close proximity to you, it transitions into a Sync Attack.

Melee Attacks: The Hydra swings its arms in wide arcs, dealing heavy damage. Much like the leap attack, a small recovery window allows you to maneuver and deal damage to its weak points.

EXTRA INFO

Destroying the front weak point, the targeting lasers, disables the Hydra's ability to lock on and fire its rockets accurately. This doesn't stop it from using its rockets. The Hydra attempts to lock on to a target before failing and firing its rockets into the sky. This allows you ample time to attack its other weak point or evade to get into a better position.

FIGHTING TACTICS

Both weak points of the Hydra can be attacked from the front. A high-powered sniper rifle can make short work of each weak point. The targeting system (or "eyes") can only be hit from the front, while the rear weak point can be targeted from either side. The rear weak point offers a higher damage multiplier than the front until it is destroyed. Destroying this weak point will stagger the Hydra and deal a large amount of damage.

Use fire and abilities to apply damage over time while also keeping your distance from the Hydra. Although this only deals a small amount of damage, it will add up over time. When primed with Ice, the Hydra will take bonus damage but will not completely freeze.

BERSERKER

The krogan Berserker typically does not make use of cover. Instead it prefers to stand out in the thick of battle equipped with heavy armor and a flak cannon. Berserkers' main role in combat is to find targets in cover and flush them out with blasts from their flak cannons.

COMBAT BEHAVIOR

The Berserker lobs a projectile in an arc toward its target that explodes overhead and rains down smaller projectiles. The smaller projectiles do less damage, which allows you to stay in cover and fight until the Berserker is in close range.

SPECIAL BEHAVIOR

Krogan Charge: If the player is within four to five meters and the Berserker has a clear path, it initiates a charge, dealing damage upon arrival.

Krogan Melee/Headbutt: Once within melee range, the Berserker begins hitting its target with its weapon. Alternatively, the Berserker may attack with a headbutt, dealing heavy damage.

Blood Rage: When the Berserker takes a set amount of damage or is hit with incendiary, cryo, or electric powers, it becomes enraged. By charging up its rage, it gains a small amount of health and rushes, attempting to kill the player with melee attacks. Shots that hit anything other than its weak point (head) deal less damage, while shots to its weak point maintain their damage value.

FIGHTING TACTICS

The Berserker's flak cannon allows them to engage you from a greater distance than their shotgun. The flak cannon can also cause a large amount of damage if you take a direct hit. After the initial shot from the cannon impacts a target, it explodes into small fragments dealing AoE damage in a small area. The flak cannon shot can stun you, shutting down channeled/continuous attacks like the Flamethrower or Cryobeam.

Once the Berserker enters its blood rage state at low health, it will cease to use the flak cannon. This allows you to use close-range attacks in an attempt to kill them before they reach you.

Remnant

"The Remnant" is the umbrella term for the technological remains of an advanced species that abandoned the Heleus Cluster about 600 years ago. Remnant sentry bots—ranging from small Observers to gigantic Behemoths—keep vigil over devices capable of altering entire planets, maintaining and zealously defending their creators' work.

The Remnant are not sentient and never will be. Unlike the geth, they are automatons left running when their creators left. The reasons for their creators' departure, and whether they will return, remain a mystery.

All Remnant units take additional damage from electric attacks, and less damage from fire-based attacks. Cryo attacks slow Remnant and cause them to take additional damage from all sources.

ASSEMBLER

Gains its name from its ability to construct Breachers, which can swarm players. This makes the Assembler a priority target.

COMBAT BEHAVIOR

The Assembler prefers to fight from mid-range, briefly peeking up from cover to shoot and assemble Breachers. It fires its regular attack in small bursts before returning to cover. Quickly move in or use area-of-effect attacks to eliminate Assemblers behind their cover, preventing them from building a swarm of Breachers.

SPECIAL BEHAVIOR

Caltrops: At close range, the Assembler drops a cluster of small explosives at its feet and attempts to evade enemies. These explosives detonate after a short delay.

Breacher "Egg": The Assembler throws a grenade that, on impact, constructs a Breacher. Each Assembler can only spawn one Breacher at a time. Unlike with standard grenades, the Assembler doesn't attempt to land the egg on you. Instead, it aims to land the egg in front of you or on your flanks. This allows you to engage it before it invades your space.

FIGHTING TACTICS

The red "eye" in the center of the Assembler's head allows for one-shot kills by most heavy sniper rifles. It's best to kill an Assembler as fast as possible to disable the remnant ability to produce their only melee/rusher type unit. This will allow you to safely stay behind cover without little worry about units sneaking up on you.

BREACHER

Once assembled with the help of the Assembler, the Breacher is a relentless enemy with little regard for its own safety. It continues to advance even when heavily damaged—nothing can turn it from its objective of destroying the player.

COMBAT BEHAVIOR

The Breacher immediately rushes the closest player. Closing distance quickly, it seeks to flank. The Breacher can fly over cover, allowing it to rapidly close in from almost any angle. Once in range, the Breacher uses devastating melee attacks and is capable of a Sync Attack.

SPECIAL BEHAVIOR

Sync Attack: The Breacher uses its engine to burst forward, rushing at its target. While charging its engine for the attack, it can slowly turn, allowing it to make a last-second adjustment when aiming.

Self-Destruct: The Breacher can decide to self-destruct. A change in color signals this ability, followed by a charge at the nearest player. If the Breacher is killed during the charge, it unleashes an area-of-effect blast wherever it dies that deals damage to any player within that area. If it spends too much time in suicide mode, the Breacher detonates without any help from the player.

FIGHTING TACTICS

If Assemblers are kept in check, the Breacher is a unit you will rarely encounter. If you find yourself pinned down by multiple units, the Assembler will likely create a few Breachers to remove you from cover. Breachers can be created anywhere, allowing them to quickly flank you from seemingly out of nowhere. Listen for the sound of them being created. This sound will play for a short time while the Breacher is manufactured from the small "grenade" that is deployed by the Assembler. Since Breachers do not have a ranged attack, any weapon will generally give you an advantage. Use shotguns at close range to take the tactical advantage.

NULLIFIER

A large Remnant unit that can flush the player out of cover. It moves quickly but needs to stop to fire its weapon.

COMBAT BEHAVIOR

In combat, the Nullifier quickly approaches to mid-range, then plants itself like a turret.

Once planted, the Nullifier cannot move, but it can fire its energy mortar, which flies through any form of cover until it hits the player. This attack takes a short time to charge, during which the Nullifier's aiming lasers turn from blue to red. This gives you time to dodge the attack at the expense of leaving your cover for a moment.

When the Nullifier enters siege mode, it projects a large shield in front of itself. The shield protects all but a small portion of its weak point and leaves its head open for attack. Thanks to its slow attack rate, you can engage a Nullifier from a medium distance without much risk; the distance allows you ample time to dodge attacks. However, this tactic leaves you open to attacks from other enemies, so only use it when the Nullifier is without support.

The Nullifier is also capable of a melee, during which it attacks close-proximity enemies with its legs.

SPECIAL BEHAVIOR

Siege Mode: When in siege mode, the Nullifier projects an invulnerable barrier protecting all but its head. Movement is impossible when it's engaged in siege mode, allowing the player to evade and maneuver around the Nullifier with ease. The Nullifier can only use its ranged attack when in siege mode; it's vulnerable to ranged attacks when on the move.

OBSERVER

Remnant suppressor unit. Flies and prefers to stay at mid-to-long range, where it can most safely attack. Drives players into cover with its beam attack.

COMBAT BEHAVIOR

The Observer hangs back, preferring to stay at mid-to-long range. Observers are quick but don't move much once they get into position. They're fragile and can't take much punishment.

Observers commonly appear on your flank. They make themselves known with a few robotic noises before unleashing their laser attacks.

SPECIAL BEHAVIOR

Air Force Recovery: Observers can recover from disabling biotic effects in midair.

FIGHTING TACTICS

You will commonly find an Observer hovering over the battlefield, taking its time to select a target to pin down behind cover. The Observer may be fast, but it tends to stay behind other Remnant if the choice is given.

The Observer's beam deals continuous damage as it fires its laser out of its weak point. When the Observer's shield is down, you can temporarily ragdoll it with a concussive style or biotic attack. This allows you to quickly stop its beam while you finish it off before it has a chance to regenerate its shield.

DESTROYER

Largest Remnant unit. Command-and-control unit capable of heavily suppressing the player with its twin turrets as it advances. Serves as a centerpiece for the Remnant forces.

COMBAT BEHAVIOR

The Destroyer is a mobile weapons platform. It slowly advances on its target, only stopping to fire its many guns. At melee range it can unleash an energy field that hits targets even behind cover. This monster of a machine features three guns—its main gun and two turrets, each of which is capable of zeroing in on a separate target. The guns only fire when the main gun picks a viable target, and when it attacks, all three guns fire.

Its main gun is indestructible and fires heavy beams, much like rockets, that deal high area-of-effect damage. Using its main gun exposes its core, allowing for critical hits to its weak point.

SPECIAL BEHAVIOR

Turrets: The Destroyer has two turrets that attack independently with rapid-fire laser blasts, enabling it to keep more than one target pinned down. Unlike the main gun, these turrets can be destroyed. Destroying the turrets deals heavy damage, but also changes the behavior of the Destroyer. Destroying one turret decreases the time the Destroyer takes between attacks. Destroying both turrets doubles the Destroyer's movement speed, making it much harder to evade, and cover more difficult to maintain. It also allows the Destroyer more melee attacks.

Energy Dome: When in melee range, the Destroyer emits a burst of energy that hits targets all around, even through cover. This attack deals heavy damage, so keep your distance at all times when fighting this powerful foe.

FIGHTING TACTICS

Each Destroyer turret has independent health and shield values from the main body. Taking out a Destroyer's turrets deals a heavy amount of damage to the unit's main body, making these great targets to focus on before unleashing your attack on its body.

The Destroyer's shield sets this unit apart from the other heavy units. Once the shield is down, prime the Destroyer with some fire damage. Once primed, it will cause damage over time to the Destroyer. During this time, there's no need to worry about the shield regenerating, allowing you to seek alternate cover or reload your arsenal.

MASS EFFECT ANDROMEDA

Multiplayer Weapons

Overview

Before going into battle, you have the option of equipping up to two weapons from four different groups. Card packs unlock additional weapons. A duplicate weapon card grants a small stat boost. A weapon hits its maximum potential at Level 10.

Equipping weapons causes your encumbrance meter to grow. Once it passes the small line on the left side of the bar, you begin to take a debuff to your power cooldowns. Your cooldowns never decrease below 100%, but they can increase all the way to 300%, meaning your powers take triple the amount of time to reload. Bear in mind, encumbrance only affects powers with cooldowns. If you use a power that utilizes power cells, like the Frag Grenade, this doesn't affect you.

It is a good idea to keep a mix of weapons that allow you to attack at multiple distances effectively. For example, a sniper rifle may not work well at close range, so consider having a pistol or shotgun on hand for when things get up close and personal.

You may also want to choose weapons that complement your skills. For example, a biotic player has a variety of close-range powers, so match them with an assault rifle for medium-to-long-range encounters to effectively fight an enemy at any distance.

MASS EFFECT ANDROMEDA

Multiplayer Weapons

MP Assault Rifles

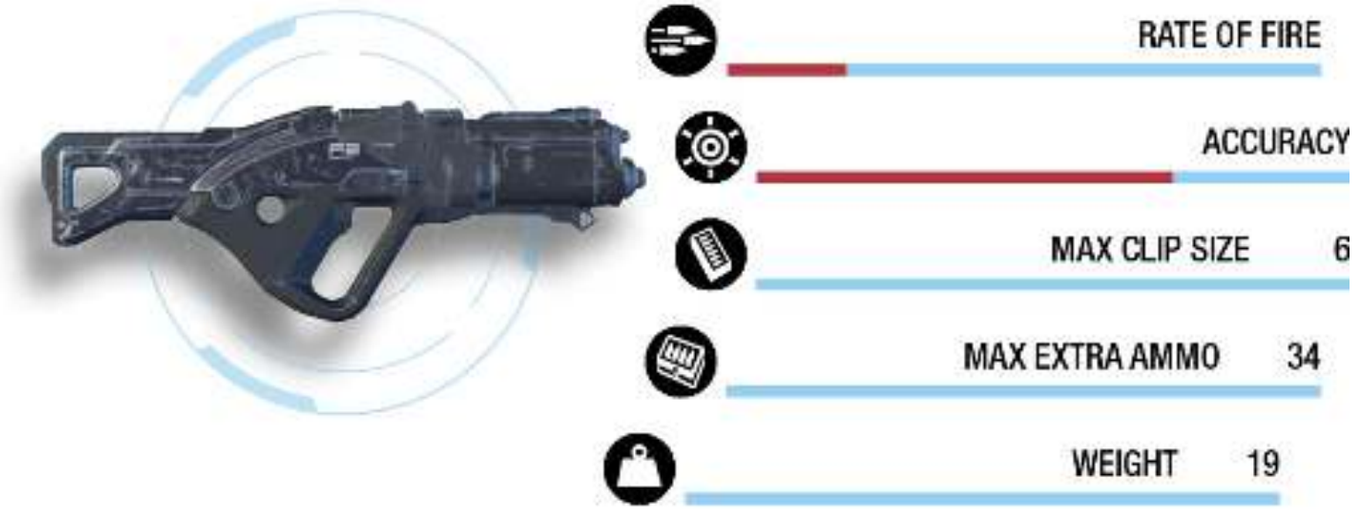
Assault rifles are great at medium range. They're fairly accurate and best utilized when fired in bursts. Due to their lower fire rate, they're weaker at close range when rapid fire comes into play.

CYCLONE

Rarity	Rare
Type	Assault Rifle
Firing Type	Automatic
Ballistic Type	Standard Bullet

The Cyclone's rapid rate of fire requires a short warm-up before use. The rifle's massive capacity balances its mediocre accuracy. As its manufacturer states, "With so many rounds to spare, what does it matter if a few don't land?" The Cyclone was removed from production years prior to the Andromeda Initiative's departure due to intense maintenance requirements, but some soldiers still swear by it.

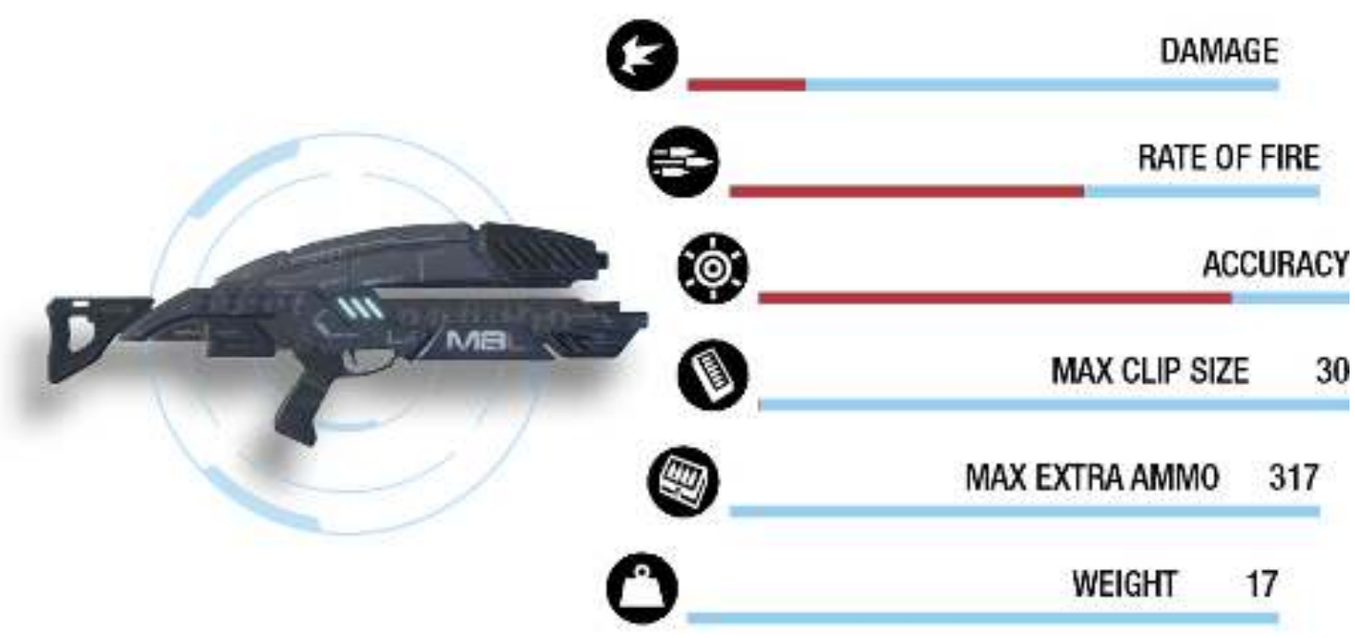
M-37 FALCON



Rarity	Rare
Type	Grenade Launcher
Firing Type	Semi-Automatic
Ballistic Type	Grenade

Lighter and more accurate than most grenade launchers, the Andromeda Initiative's M-37 Falcon generates its ammunition through a field fabrication kit. The launcher and explosives contain sensors that allow the miniature grenades to bounce off walls and cover, then detonate immediately on contact with an enemy target.

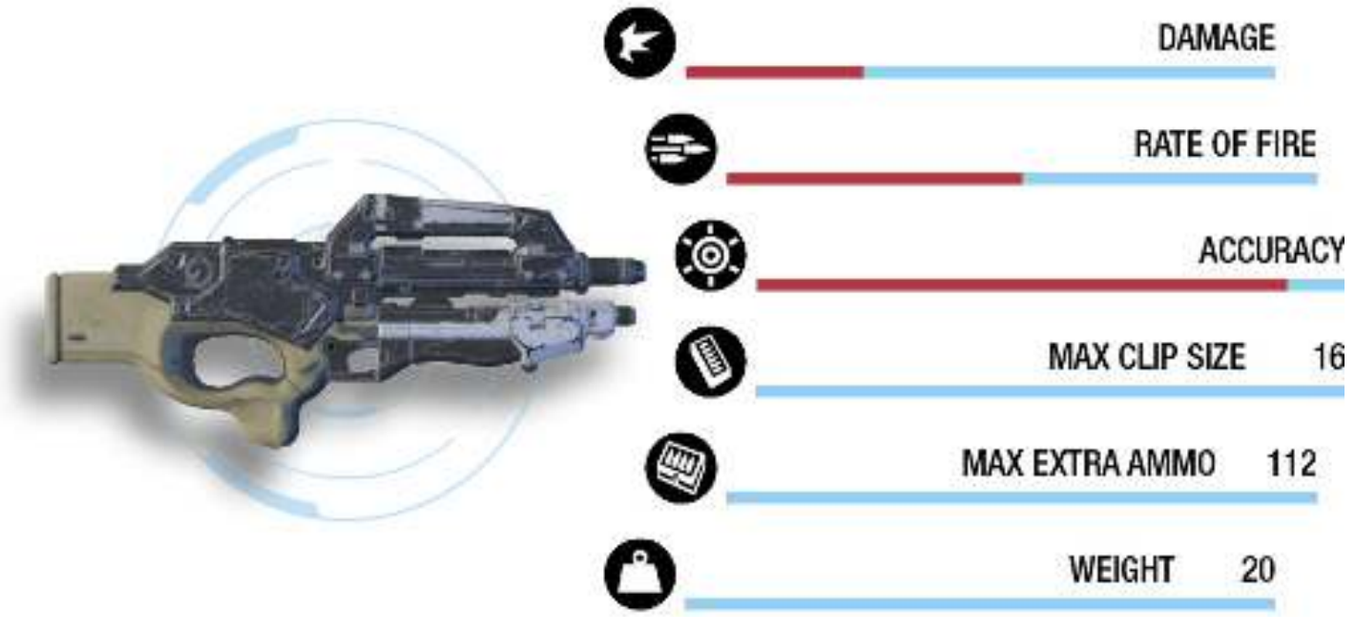
M-8 AVENGER



Rarity	Common
Type	Assault Rifle
Firing Type	Automatic
Ballistic Type	Standard Bullet

A common and versatile assault rifle, the M-8 Avenger's modular design and inexpensive components made it a favorite of military groups and mercenaries in the Milky Way. Many Avengers were acquired for Andromeda Initiative security forces. The sturdy rifle has a reputation for being reliable and easy to use.

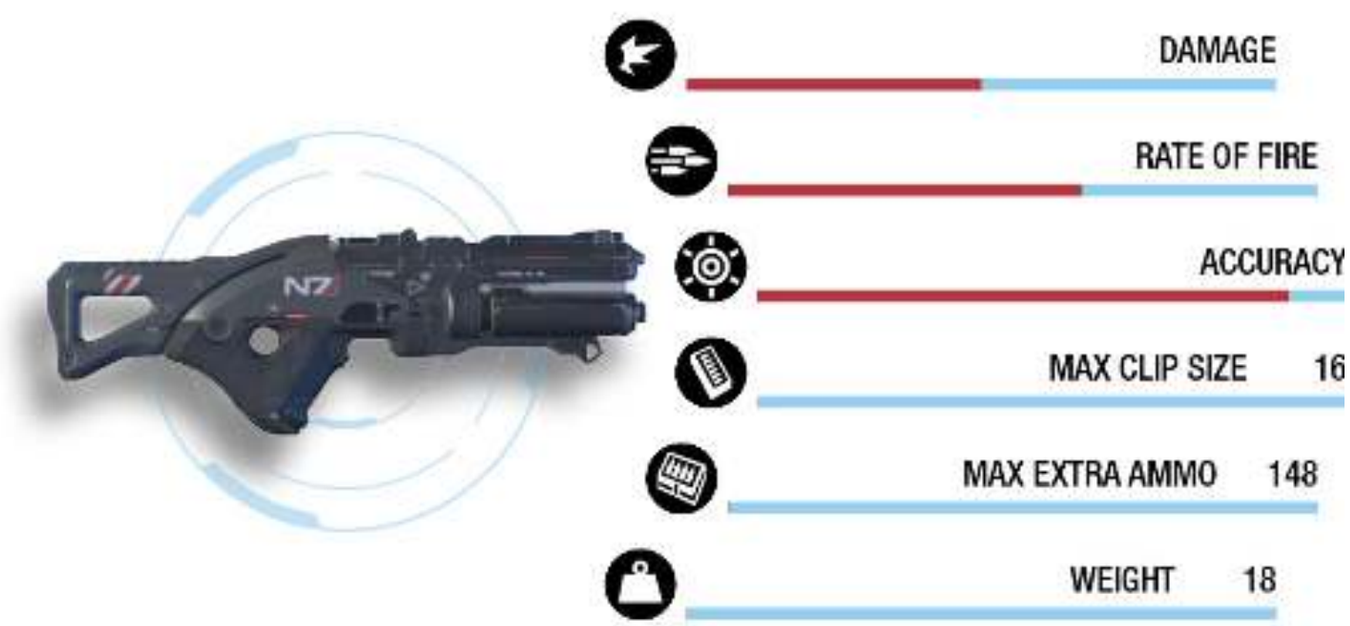
M-96 MATTOCK



Rarity	Uncommon
Type	Marksman Rifle
Firing Type	Semi-Automatic
Ballistic Type	Standard Bullet

The M-96 Mattock's increased power is favored by marksmen looking to bring down hardened targets. Its lack of an automatic setting was originally advertised as a feature rather than a shortcoming, as it curbs a user's tendency to spray inaccurate fire under stress.

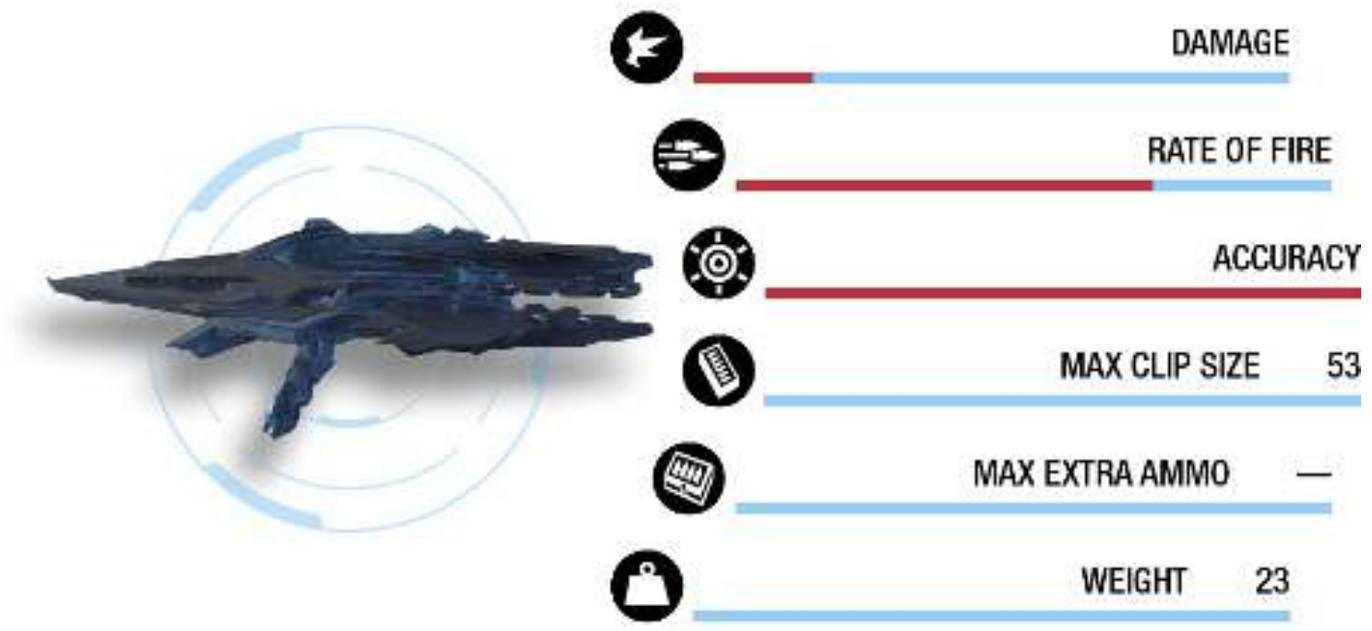
N7 VALKYRIE



Rarity	Ultra Rare
Type	Assault Rifle
Firing Type	Two-Shot Burst
Ballistic Type	Standard Bullet

A variant of the Avenger that fires two-shot bursts, the Valkyrie was once standard-issue for new recruits to the Milky Way's Alliance military. The exceptionally well-crafted rifle is also a hot black market item. How the Andromeda Initiative procured a crate intended for N7-trained Alliance fighters remains a mystery.

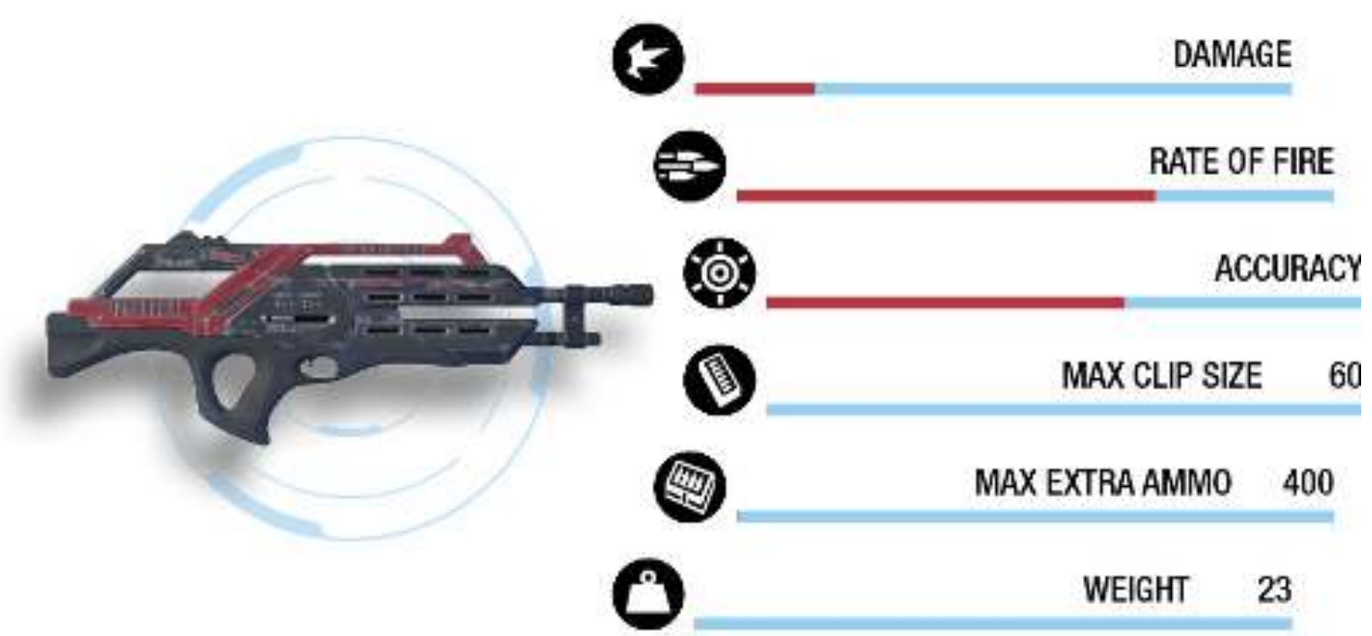
P.A.W.



Rarity	Ultra Rare
Type	Beam Weapon
Firing Type	Continuous Beam
Ballistic Type	Particle Beam

The Particle Accelerator Weapon (P.A.W.) fires a continuous high-energy particle beam with incredible accuracy. For short-term operations, its power supply is effectively inexhaustible, and overheating is the only concern. The P.A.W. combines Remnant particle beam technology with Andromeda Initiative targeting and stabilizers. Theoretically, it may be scalable to a ship-sized version.

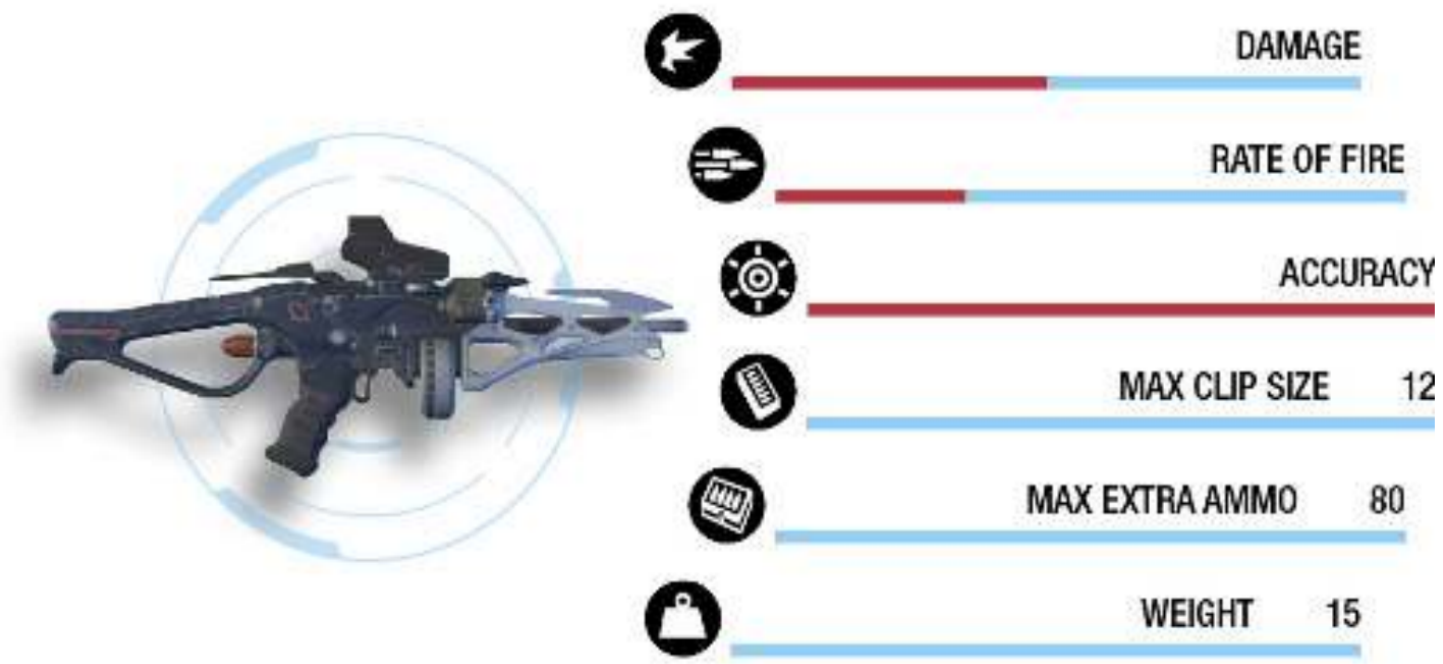
REVENANT



Rarity	Rare
Type	Assault Rifle
Firing Type	Automatic
Ballistic Type	Standard Bullet

Rare and expensive in the Milky Way galaxy—the preference of warlords over soldiers—the high-capacity Revenant was studied and illegally duplicated by Andromeda Initiative engineers. Though inaccurate, the fully automatic rifle can obliterate foes with a sustained barrage.

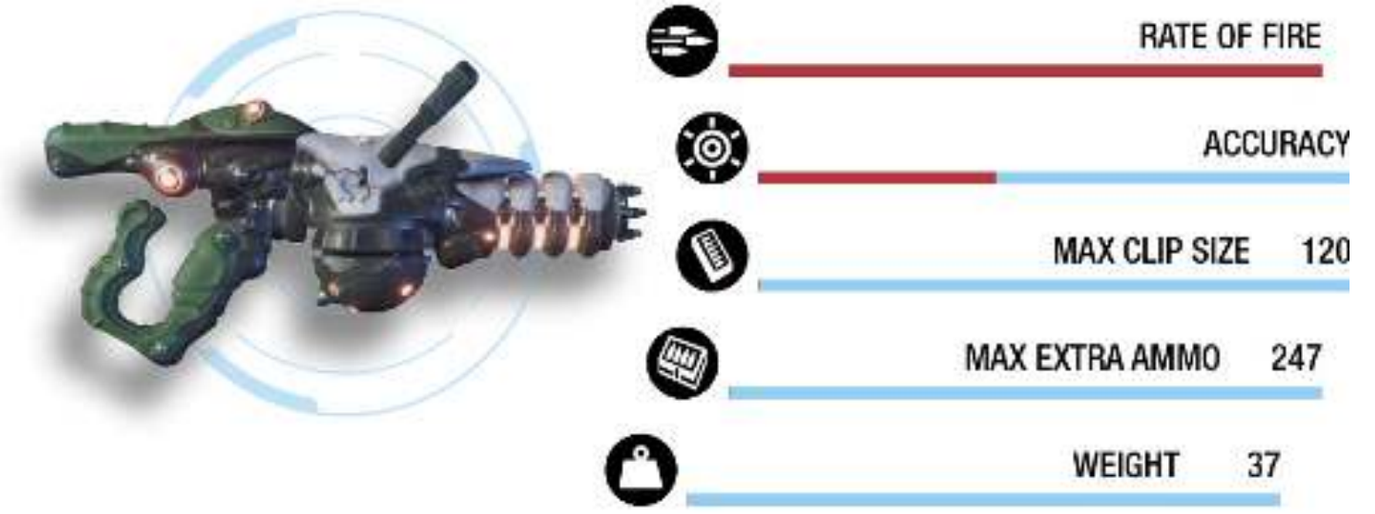
SANDSTORM



Rarity	Rare
Type	Marksman Rifle
Firing Type	Semi-Automatic
Ballistic Type	Standard Bullet

A highly accurate rifle, the Sandstorm was developed by exiles from the Nexus after their arrival in Heleus. The design of the semi-automatic weapon has been streamlined and appears to adapt certain non-Initiative technologies.

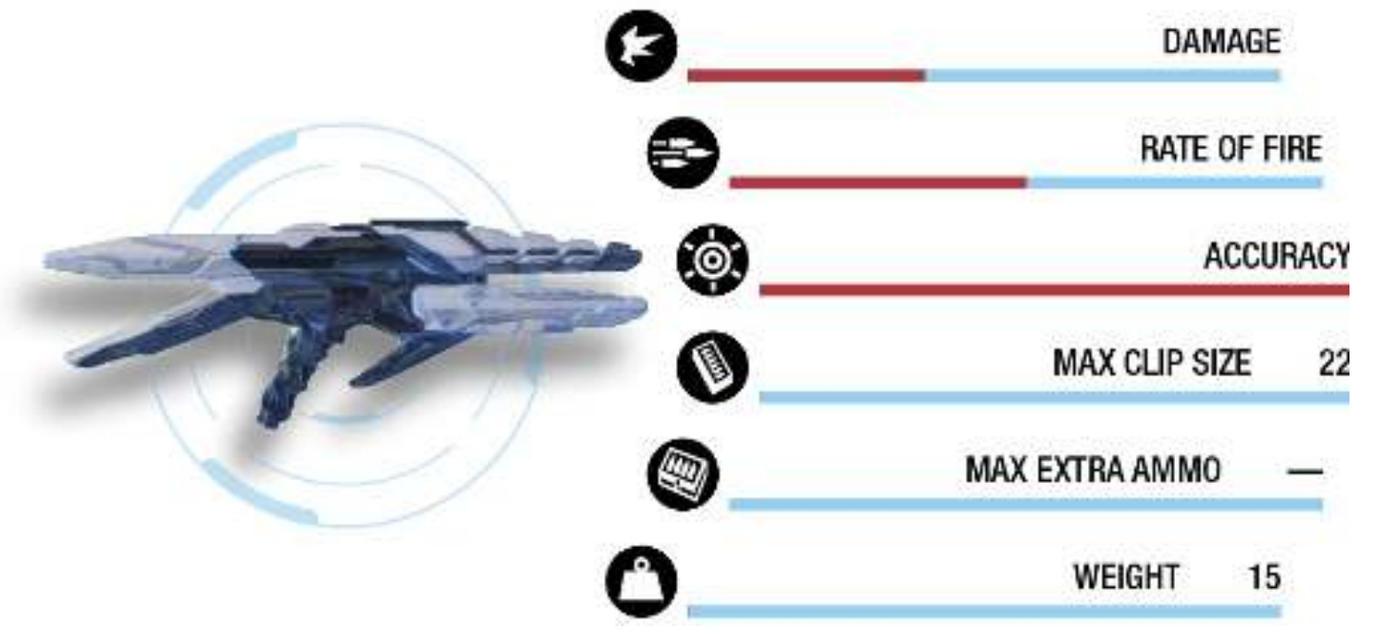
SONED



Rarity	Ultra Rare
Type	Assault Rifle
Firing Type	(Charged) Automatic
Ballistic Type	Plasma Rounds

The massive kett Soned, translated as “resistance,” rapidly unleashes plasma-surrounded projectiles after a brief charging period. Much of the Soned’s size is devoted to insulating the user from its own power. A damaged Soned could incinerate its wielder’s hands while continuing to fire.

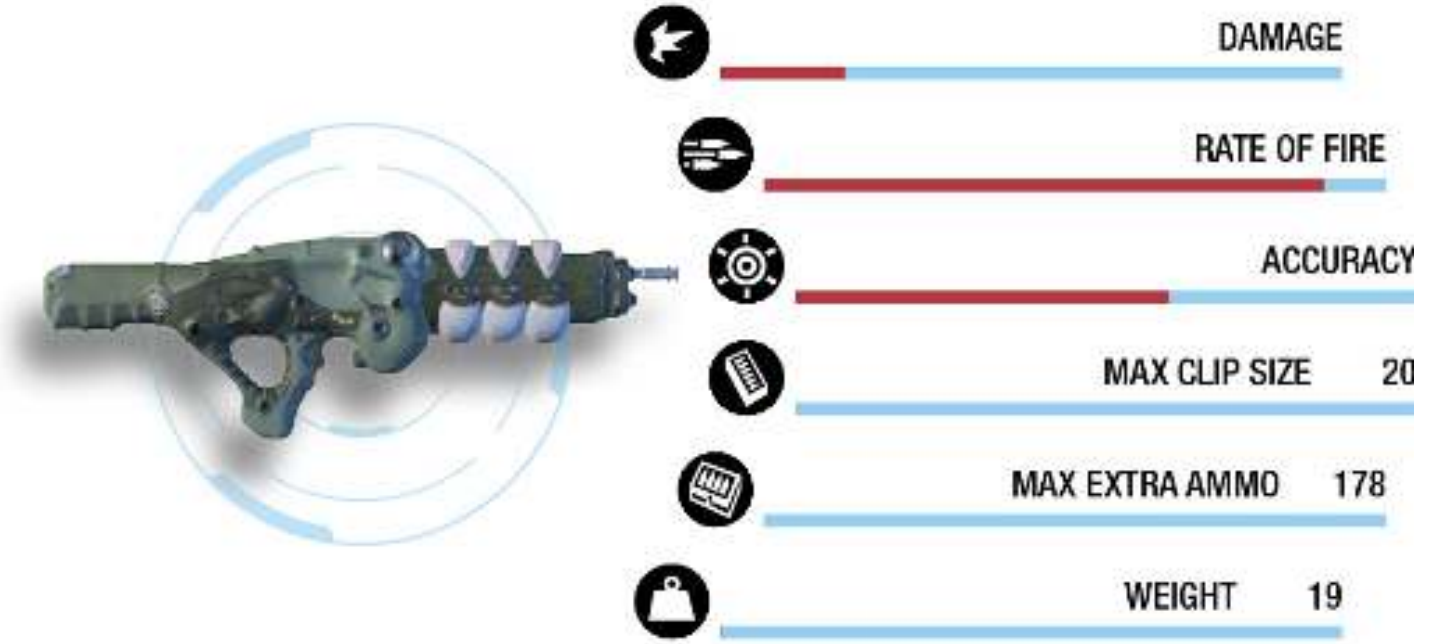
SWEEPER



Rarity	Rare
Type	Assault Rifle
Firing Type	Three-Shot Burst
Ballistic Type	Particle Bursts

The Sweeper—a particle weapon that fires three-shot bursts—is largely a mystery to its own developers. The weapon is derived from Remnant technology, repurposed for Andromeda Initiative needs. It does not require reloading but is prone to overheating. Sweepers should be turned over for study between missions.

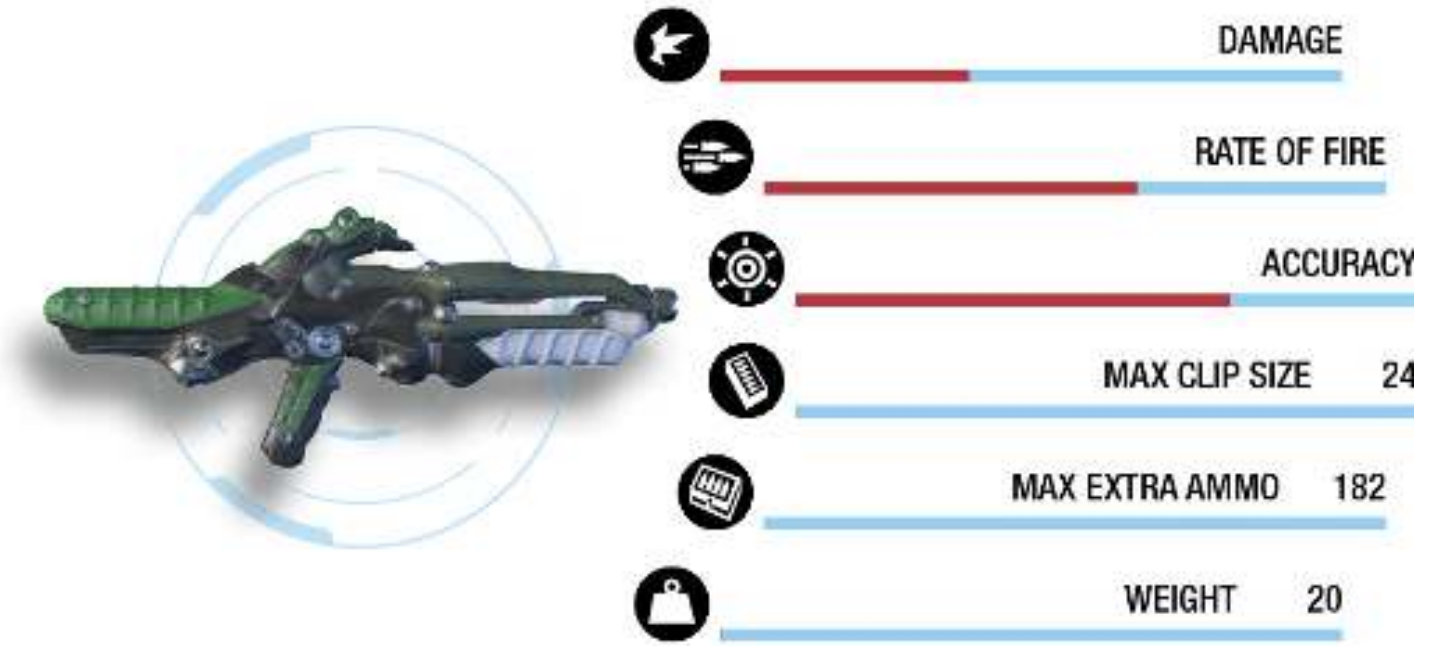
THOKIN



Rarity	Rare
Type	Assault Rifle
Firing Type	Automatic
Ballistic Type	Plasma Tracking Rounds

The kett Thokin, translated to “sudden death,” fires tracking-enabled, plasma-surrounded rounds. The tracking effect—enabled by magnetic-field adjustors in the projectiles—is slight but useful, particularly given the Thokin’s low ammunition capacity. With such a weapon, accuracy is everything.

ZALKIN



Rarity	Uncommon
Type	Assault Rifle
Firing Type	Semi-Automatic (Three-Shot Charge)
Ballistic Type	Plasma Rounds

The kett Zalkin rifle is a mainstay among kett forces. This semi-automatic weapon can be overcharged to release its standard plasma-surrounded projectiles in a three-round burst at increased power—a feature that earned the weapon its name, roughly translated as “three stars.”

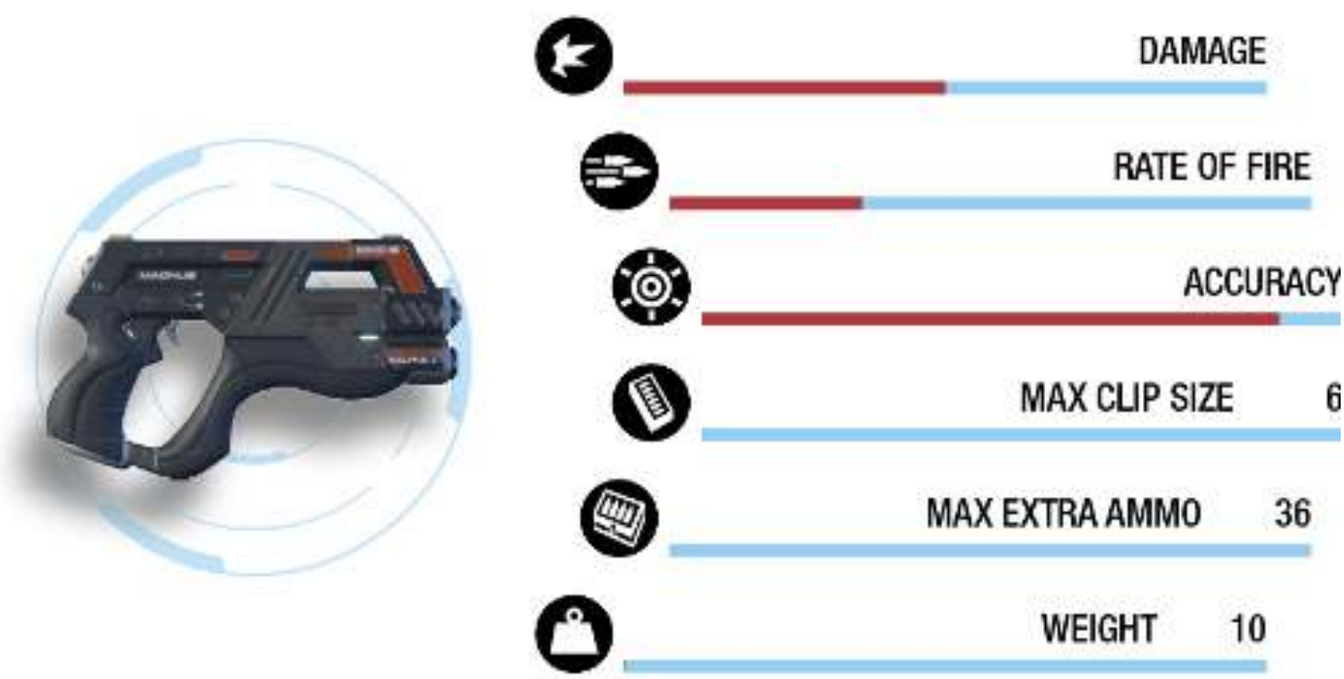
MASS EFFECT ANDROMEDA

Multiplayer Weapons

MP Pistols

Pistols are close-range weapons that mainly deal low damage. These weapons rely on fast, accurate fire from the user in close proximity to put enemies down. They can be effective at medium range in a pinch if you're able to hit an enemy's weak points.

CARNIFEX



Rarity	Uncommon
Type	Heavy Pistol
Firing Type	Semi-Automatic
Ballistic Type	Standard Bullet

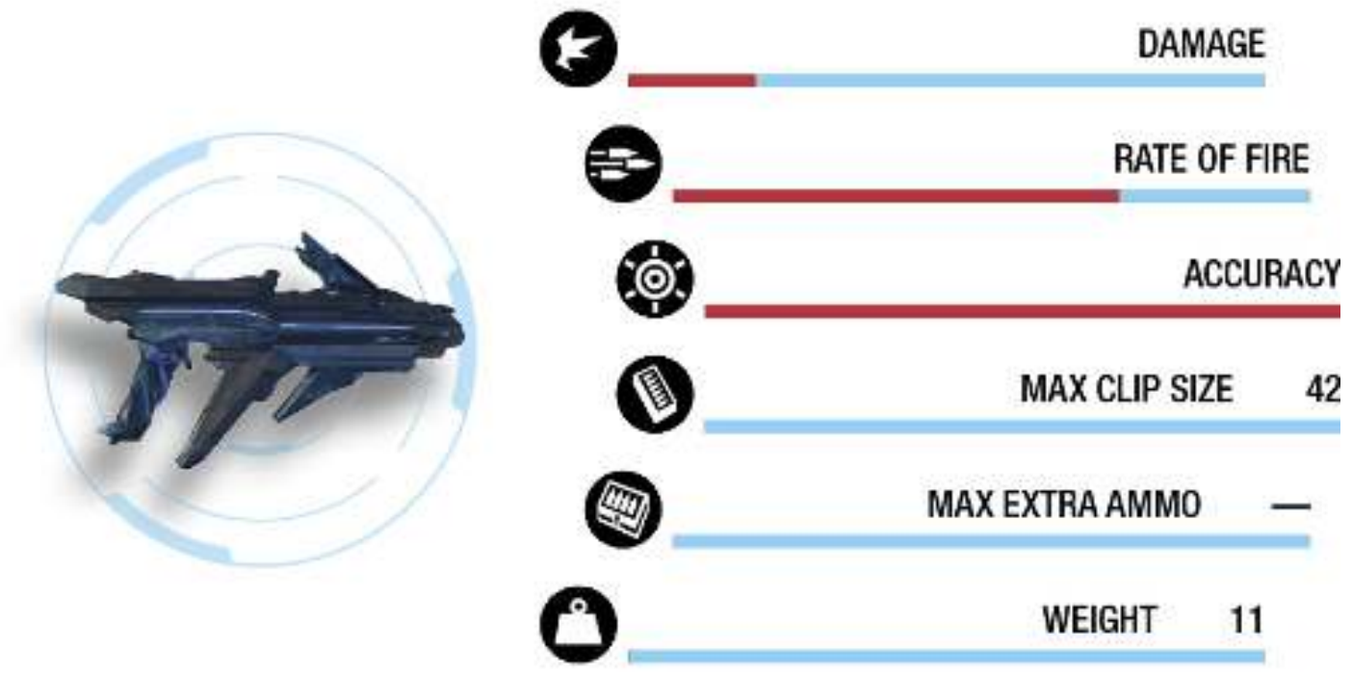
A heavy semi-automatic pistol, the powerful Carnifex was the preferred choice of Milky Way mercenaries. An expensive weapon, its marketing materials featured a charging krogan alongside the tagline "Don't you wish Carnifex was at your side?"

CHARGER

Rarity	Common
Type	Submachine Gun
Firing Type	Automatic
Ballistic Type	Standard Bullet

This sturdy submachine gun is standard-issue inside the Andromeda Initiative's security forces. The Initiative commissioned the automatic Charger from the Elanus Risk Control Services. The company heavily customized one of their existing weapons to meet Initiative needs.

EQUALIZER



Rarity	Rare
Type	Submachine Gun
Firing Type	Automatic
Ballistic Type	Particle Blasts

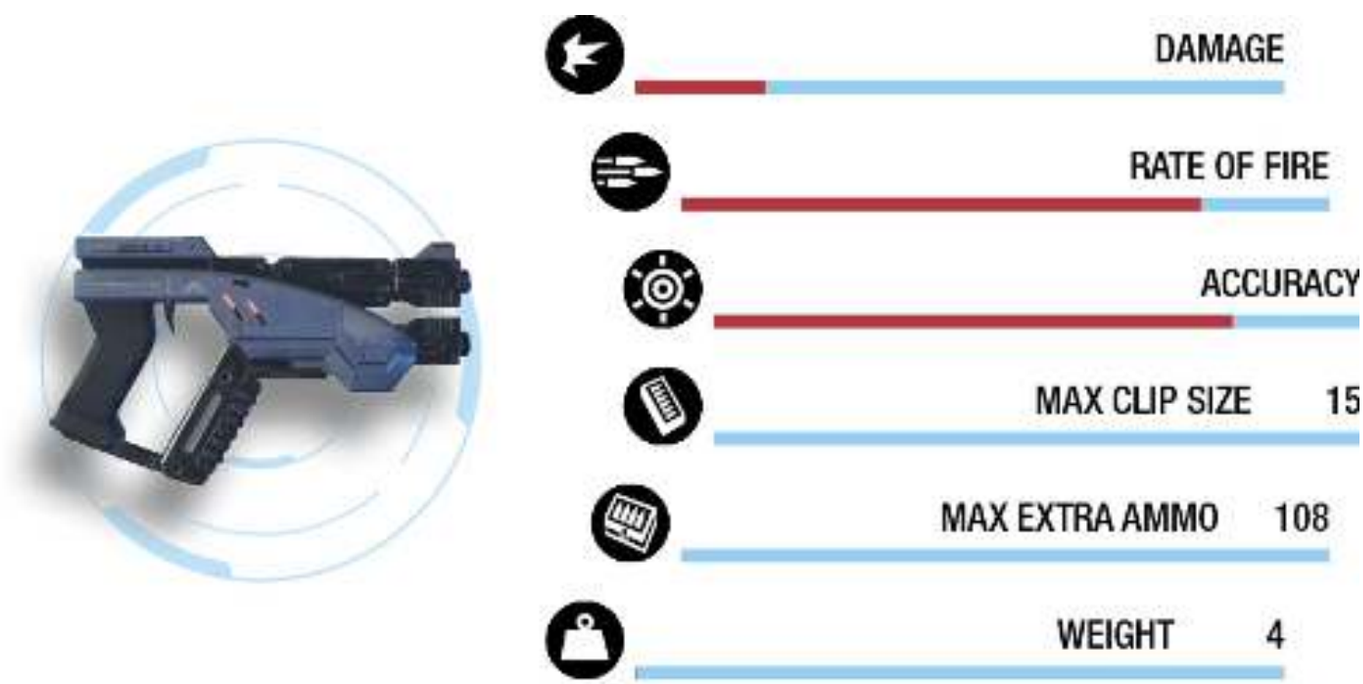
A simple but powerful merger of Remnant and Initiative technology, the Equalizer fires high-energy particle blasts that lose coherence and become ineffectual over distances. The short-range Equalizer does not require reloading, but will overheat from continuous use. Initiative researchers are eager to see more field-test data.

M-25 HORNET

Rarity	Rare
Type	Heavy Submachine Gun
Firing Type	Three-Shot Burst
Ballistic Type	Standard Bullet

Originally created in the Milky Way by the paramilitary group Cerberus, the M-25 Hornet is a heavy submachine gun that fires three-round bursts. The Andromeda Initiative's Hornet stockpile was seized from a Cerberus base by the Systems Alliance, then bought by the Initiative at a semi-legal auction.

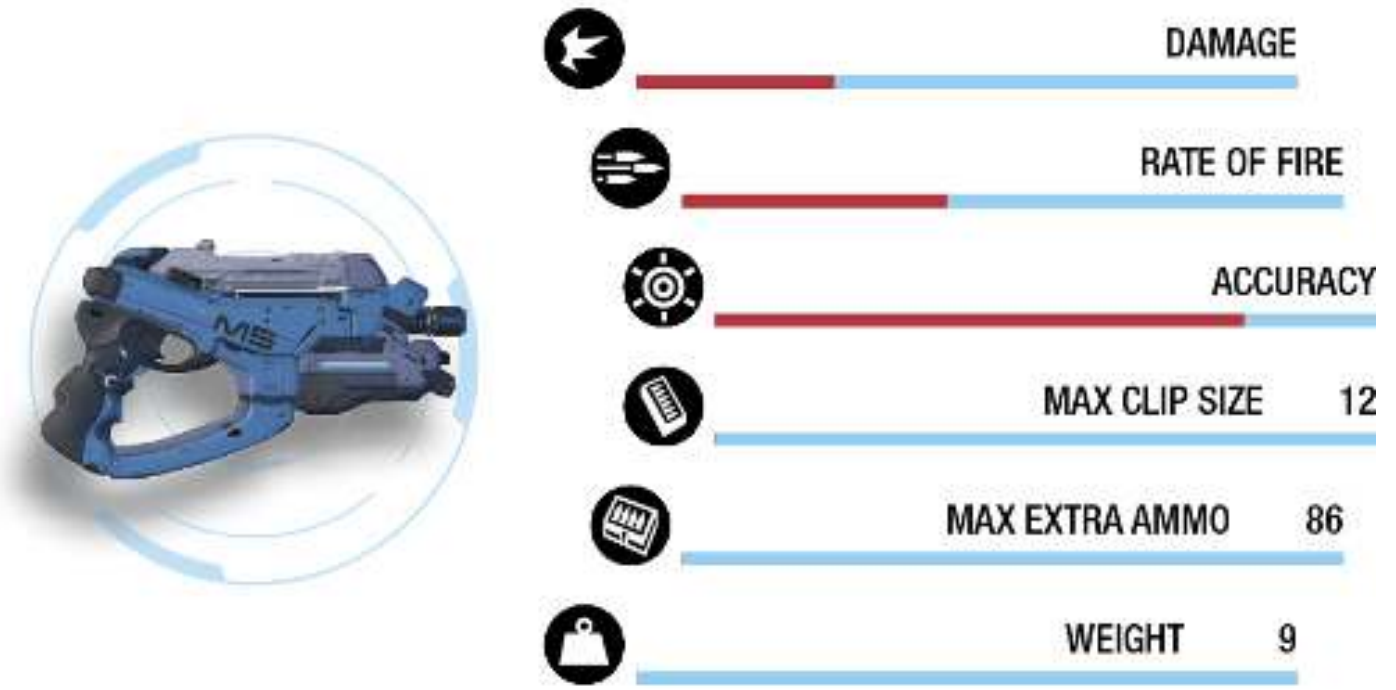
M-3 PREDATOR



Rarity	Common
Type	Pistol
Firing Type	Semi-Automatic
Ballistic Type	Standard Bullet

A reliable semi-automatic pistol originally manufactured by Elanus Risk Control, the rapid-fire Predator is a deadly and inexpensive weapon. Although Milky Way militaries generally avoided using the Predator, the Andromeda Initiative obtained and adjusted several hundred of them.

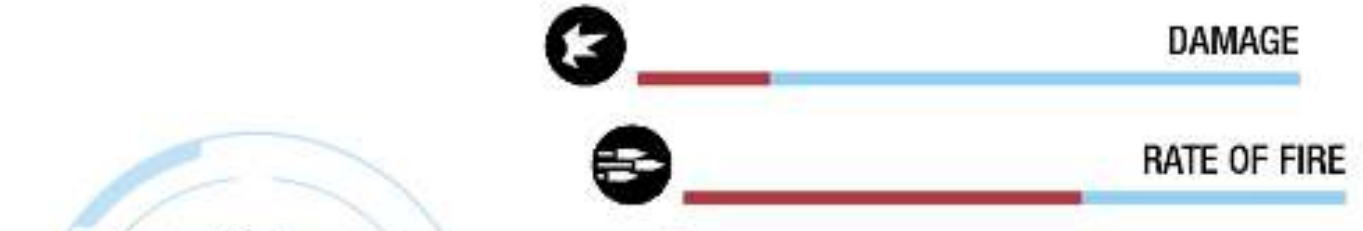
M-5 PHALANX



Rarity	Uncommon
Type	Pistol
Firing Type	Semi-Automatic
Ballistic Type	Standard Bullet

In the Milky Way, the M-5 Phalanx was the product of the Alliance's Offensive Handgun Project. It's an accurate close-quarters weapon with minimal recoil and solid stopping power. The versions purchased by the Andromeda Initiative were intended for civilian use, but are modified for more robust applications.

N7 EAGLE



Rarity	Ultra Rare
Type	Pistol
Firing Type	Semi-Automatic
Ballistic Type	Standard Bullet

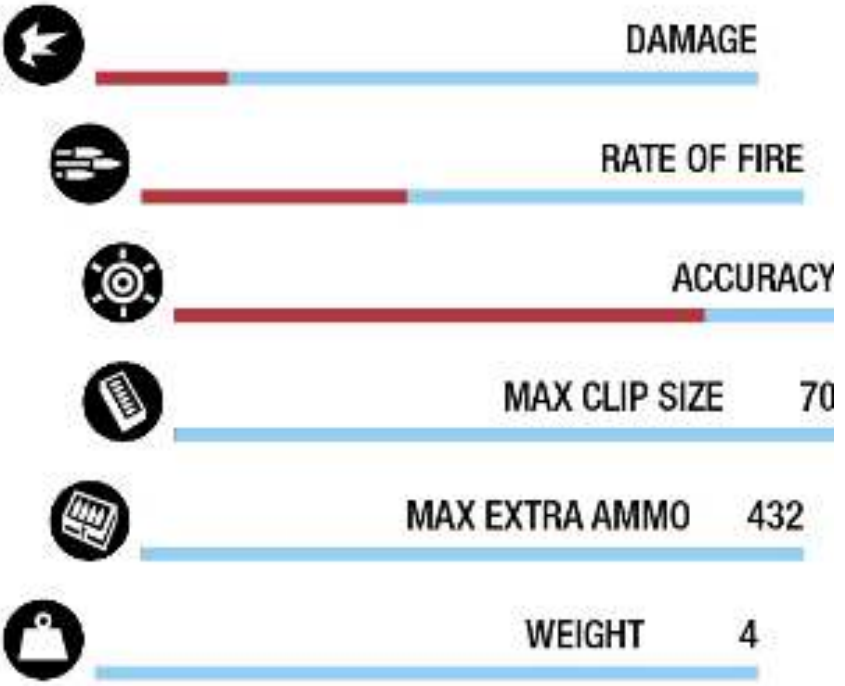
An update of the M-5 Phalanx, the compact Eagle was named after the Desert Eagle pistol that gained a romantic reputation among collectors due to its popularity in classic Earth action movies. A sympathetic agent inside the Systems Alliance provided the Initiative with the N7 military variant.

N7 HURRICANE

Rarity	Ultra Rare
Type	Submachine Gun
Firing Type	Automatic
Ballistic Type	Standard

A disciplined marksman can hit targets with alarming speed using this submachine gun. In the Milky Way, the Hurricane was standard-issue in many Systems Alliance squads. Its proponents demanded that a small stock be acquired for the Andromeda Initiative's security forces.

ROZERAD



Rarity	Ultra Rare
Type	Submachine Gun
Firing Type	Automatic
Ballistic Type	Plasma Rounds

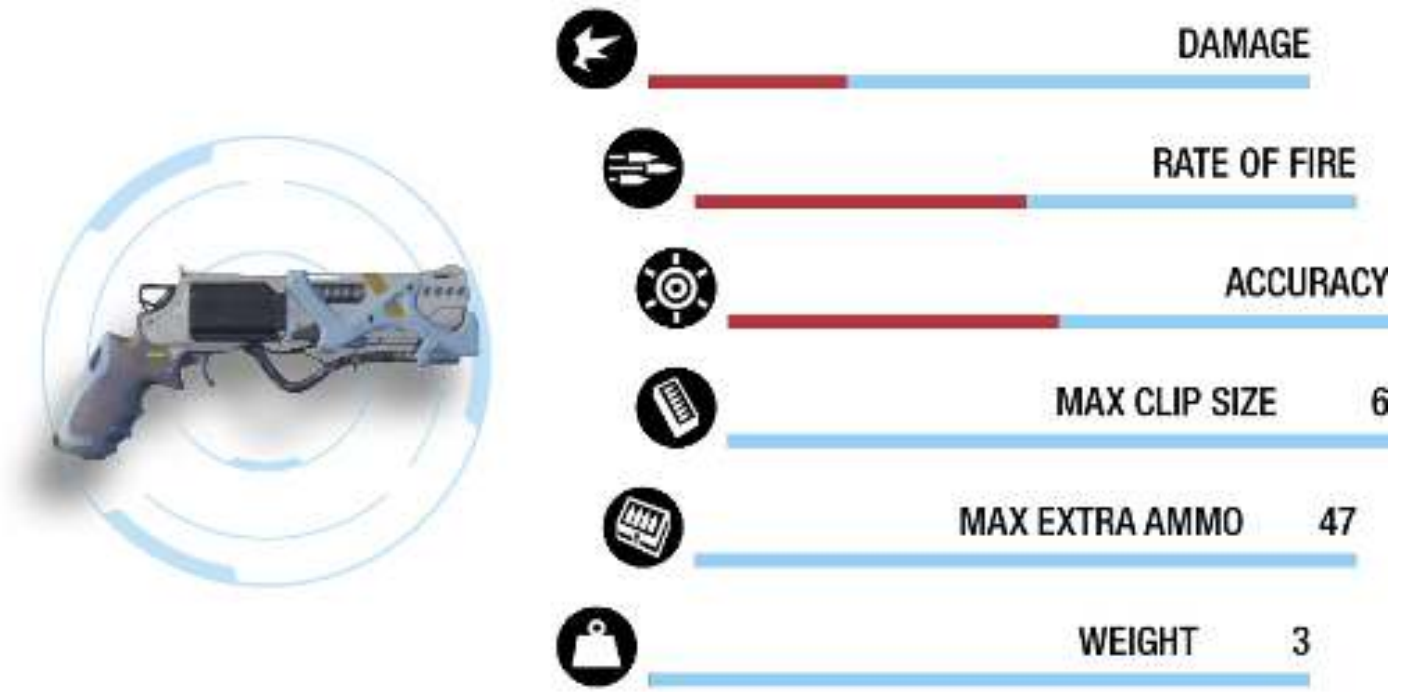
A deadly kett submachine gun with plasma-surrounded projectiles, the Rozerad's firing rate increases with every shot. Although clearly designed for kett, the Rozerad, translated to "infinite fire," appears to incorporate technology from another species—perhaps an ally or kett vassal.

SCORPION

Rarity	Rare
Type	Sticky-Grenade Launcher
Firing Type	Semi-Automatic
Ballistic Type	Sticky Grenades

The Scorpion is a mini-grenade launcher with adhesive explosives that stick to walls and detonate after a short countdown. In the Milky Way, the Scorpion was issued to the Salarian Special Tasks Group so small units could contain larger enemy forces. The Initiative procured and modified a small number of the weapons.

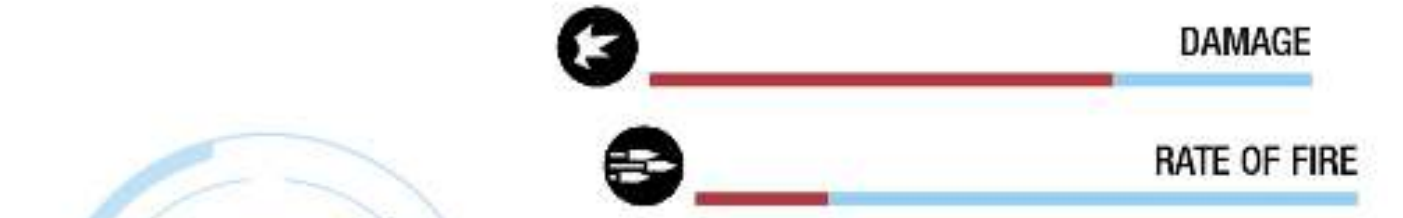
SIDEWINDER



Rarity	Rare
Type	Heavy Pistol
Firing Type	Semi-Automatic
Ballistic Type	Standard Bullet

The Sidewinder rapid-fire pistol is a newly developed weapon, crafted by Nexus exiles with materials and technologies unique to the Andromeda Initiative and the Heleus Cluster. Versatile and reliable, the Sidewinder is perfect for a user with few resources to fall back on.

TALON



Rarity	Rare
Type	Heavy Pistol
Firing Type	Semi-Automatic
Ballistic Type	Shotgun Shot

The slow-firing semi-automatic Talon scatters projectiles like a shotgun. Its waste heat is excessive enough that it requires six separate ammunition blocks that rotate like a twentieth-century revolver to prevent premature melting of the shot.

USHIOR

Rarity	Ultra Rare
Type	Heavy Pistol
Firing Type	Single Shot
Ballistic Type	Plasma Discharge

An angaran pistol with an incredible punch, the Ushior, translated as “resonance,” fires slowly and needs constant reloading, but has massive stopping power. Its plasma-energy discharge is likely derivative of kett technology.

MASS EFFECT ANDROMEDA

Multiplayer Weapons

MP Shotguns

Like fighting at close range? Then shotguns are for you. Shotguns are great for holding pieces of cover where enemies are forced to fight in close proximity. Their ability to deal heavy amounts of damage at a moment's notice comes in handy when moving through hallways.

Enemies at a distance pose a greater threat to a player armed with nothing but a shotgun. Because the shotgun's bullets spread once they leave the gun barrel, the full potential damage doesn't hit the target.

DHRN

Rarity	Ultra Rare
Type	Slug Shotgun
Firing Type	Semi-Automatic
Ballistic Type	Plasma Slug

The Dhan is a kett semi-automatic weapon that unleashes a single plasma-surrounded projectile capable of causing devastating damage. The Dhan's large and dense projectiles can knock down opponents and generate magnetic fields sufficient to sustain plasma spheres. "Dhan" appears to translate to "peace-bringer."

DISCIPLE

Rarity	Uncommon
Type	Shotgun
Firing Type	Semi-Automatic
Ballistic Type	Shotgun Shot

A relatively lightweight shotgun originally built in the Milky Way for asari justicars and commandos, the semi-automatic Disciple uses shells packed with microscale submunitions to inflict serious damage. The Initiative has only a small number of Disciples due to the asari's unwillingness to freely share their design.

HEBH

Rarity	Rare
Type	Slug Shotgun
Firing Type	Semi-Automatic
Ballistic Type	Plasma Shotgun Slug

The semi-automatic Hesh, translated to "order," is a kett weapon that fires clusters of plasma-surrounded projectiles. Fired rounds are powerful enough to stagger most foes and demand submission from the rest.

M-23 KRTPNR

Rarity	Common
Type	Shotgun
Firing Type	Semi-Automatic
Ballistic Type	Shotgun Shot

The M-23 Katana was a popular shotgun among Milky Way soldiers, criminals, and civilians. It was manufactured by Arrake Technologies, an Earth-based company eager to do business with the Andromeda Initiative.

N'Y CRUSRCER

Rarity	Ultra Rare
Type	Slug Shotgun
Firing Type	Semi-Automatic
Ballistic Type	Shotgun Slug

This semi-automatic weapon has greater accuracy than most shotguns because it fires an ultra-dense projectile instead of a typical pellet cluster. The Initiative's stock of N7 Crusaders is heavily modified compared to those used in the Milky Way's Systems Alliance.

N'Y PIRHNR

Rarity	Ultra Rare
Type	Automatic Shotgun
Firing Type	Automatic
Ballistic Type	Shotgun Shot

An assault shotgun capable of automatic fire, the Piranha is devastating at short range but loses accuracy with distance. In the Milky Way, the Piranha was a "proof of concept" prototype designed by the Bradford Engineering Group. The Initiative procured fewer Piranhas when the company's military clients deferred on a full production run.

REEGFIR CARBINE

Rarity	Rare
Type	Energy Shotgun
Firing Type	Continuous
Ballistic Type	Energy Beams

Designed by the Milky Way's quarians, the Reegar Carbine is effective against shields and radiates enough energy to harm enemies near the main target. An invisible laser ionizes the air and creates a path for high-amperage electric shock. It was named for the quarian Reegar in recognition of his service against the geth.

RUZRO

Rarity	Uncommon
Type	Shotgun
Firing Type	Semi-Automatic
Ballistic Type	Shotgun Shot

A massive, slow-firing krogan shotgun, the Ruzad delivers a forceful blow that staggers any enemy who survives. In krogan's language, "Ruzad" translates loosely as "judge." The krogan consider the name more obvious than humorous or ironic.

SCATTERSHOT

Rarity	Rare
Type	Shotgun
Firing Type	Semi-Automatic
Ballistic Type	Tracking Particle Blasts

The Scattershot fires particle blasts that can focus upon a target at range. This focusing effect is a result of advanced Initiative targeting systems and invisible "tracing" of paths for the Remnant-derived energy beams. The Scattershot does not require reloading, but will overheat from continuous use.

VENOM

Rarity	Rare
Type	Cluster Grenade Launcher
Firing Type	Semi-Automatic
Ballistic Type	Cluster Grenades

This powerful semi-automatic shotgun fires explosive rounds and—after a short charging period—unleashes clusters of micro-grenades that rebound off obstacles. The Salarian Special Tasks Group designed the Venom for missions into hostile territory and extraction operations.

MASS EFFECT ANDROMEDA

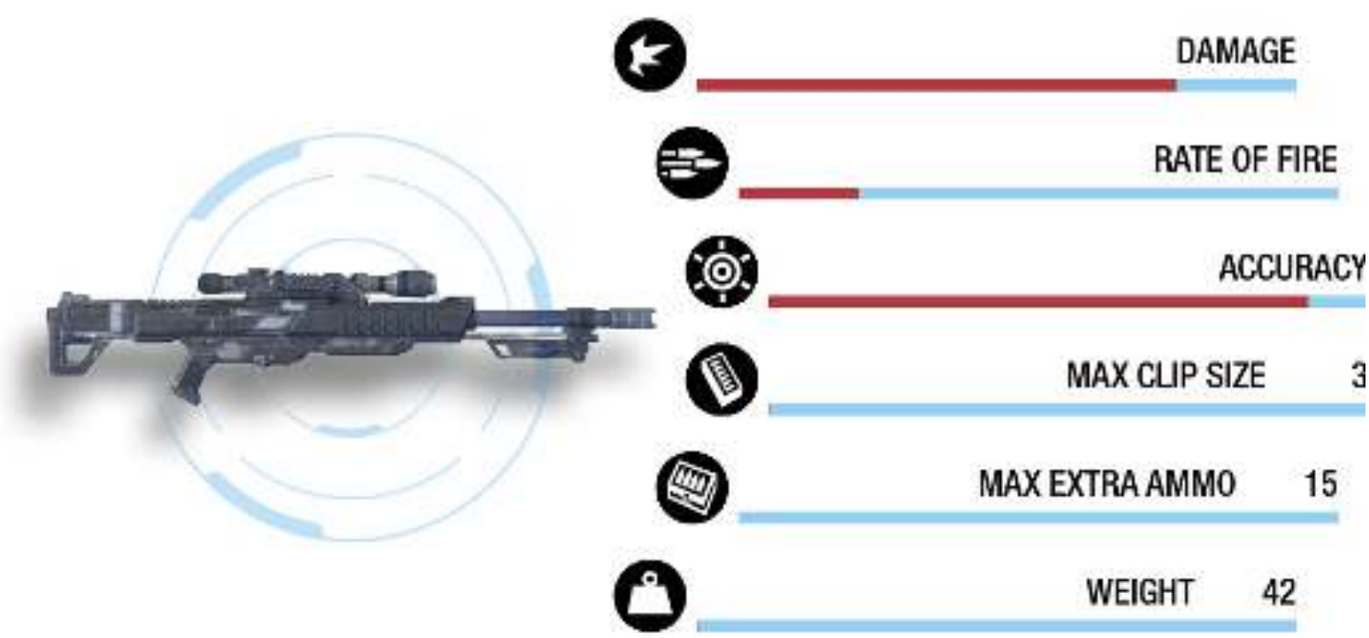
Multiplayer Weapons

MP Sniper Rifles

Sniper rifles are deadly long-range weapons that become even more destructive in the hands of a skilled player. While hitting an enemy with a sniper rifle deals heavy damage, landing hits on the weak points of an enemy makes short work of them.

Don't forget to use your scope when using a sniper rifle. Any shot fired from the hip will take a large damage debuff. This debuff and slow rate of fire for sniper rifles mean they're incredibly weak at close range. Make sure you have a close-range power or weapon like a shotgun ready to go.

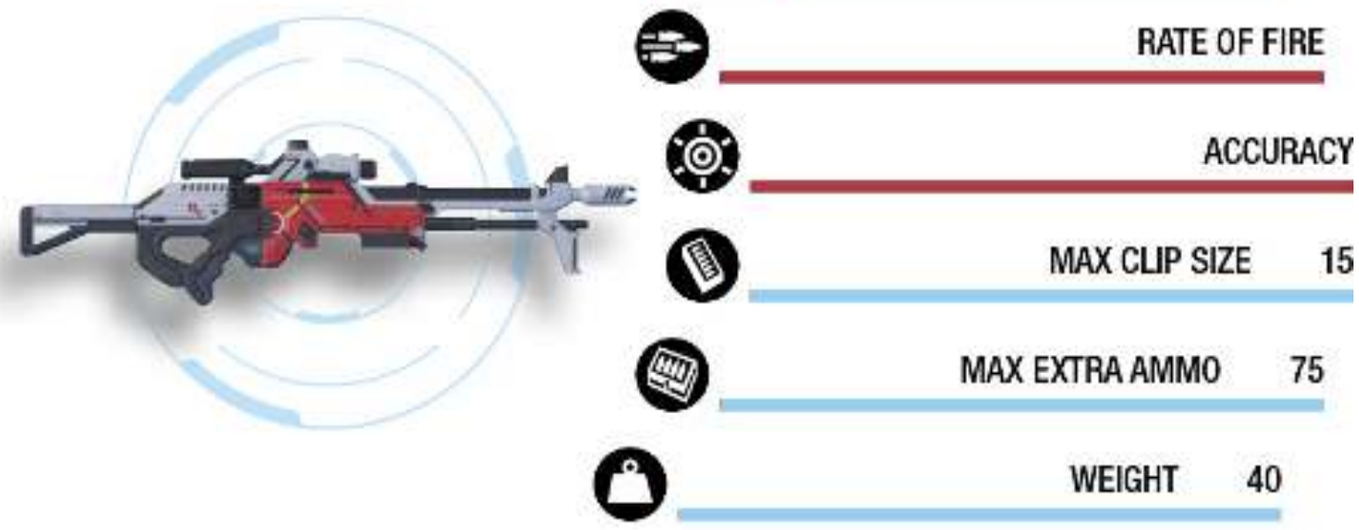
BLACK WIDOW



Rarity	Ultra Rare
Type	Heavy Sniper Rifle
Firing Type	Single Action
Ballistic Type	Standard Bullet

A smaller, higher-capacity variation of the Widow sniper rifle, the Black Widow fires three powerful shots per thermal clip. Andromeda Initiative engineers have adjusted the scope for improved optical enhancement in a variety of atmospheres.

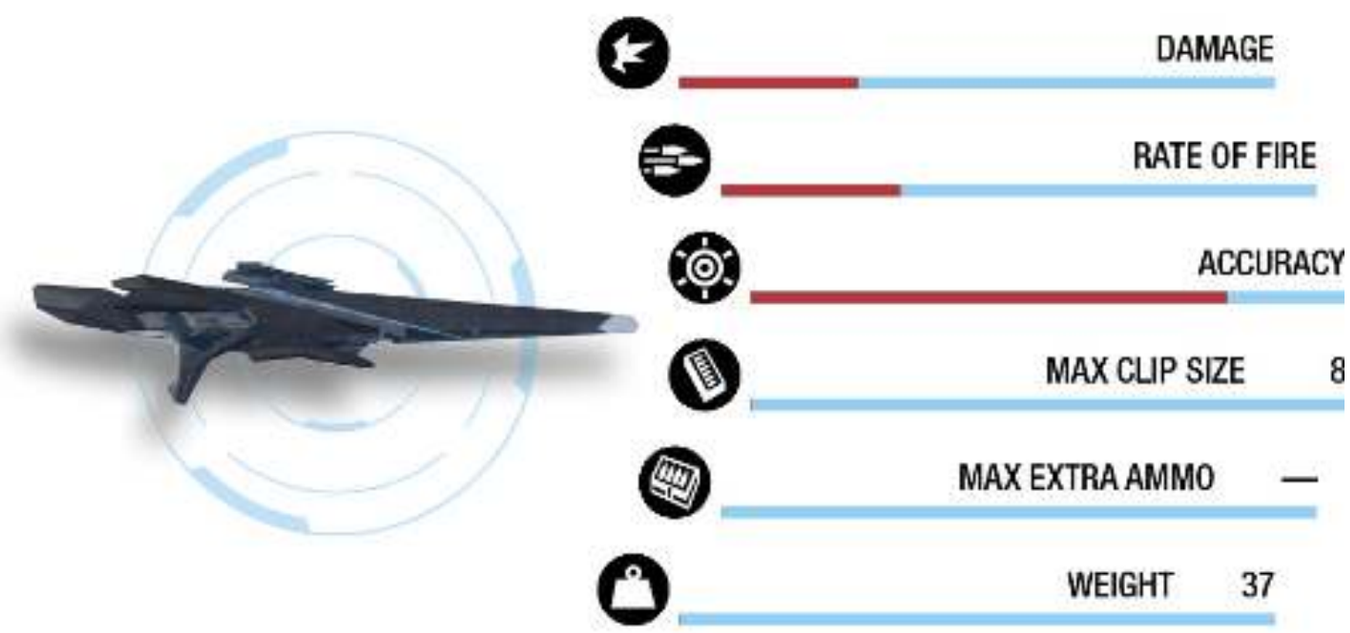
INCISOR



Rarity	Uncommon
Type	Sniper Rifle
Firing Type	(Three Shot Charge) Semi-Automatic
Ballistic Type	Standard Bullet

Capable of three-shot bursts, the Incisor was part of a new wave of Milky Way sniper rifles designed to overload a foe's defenses. It was advertised as having negligible recoil, though the second and third rounds frequently "climb" in combat conditions, distributing damage along a vertical line.

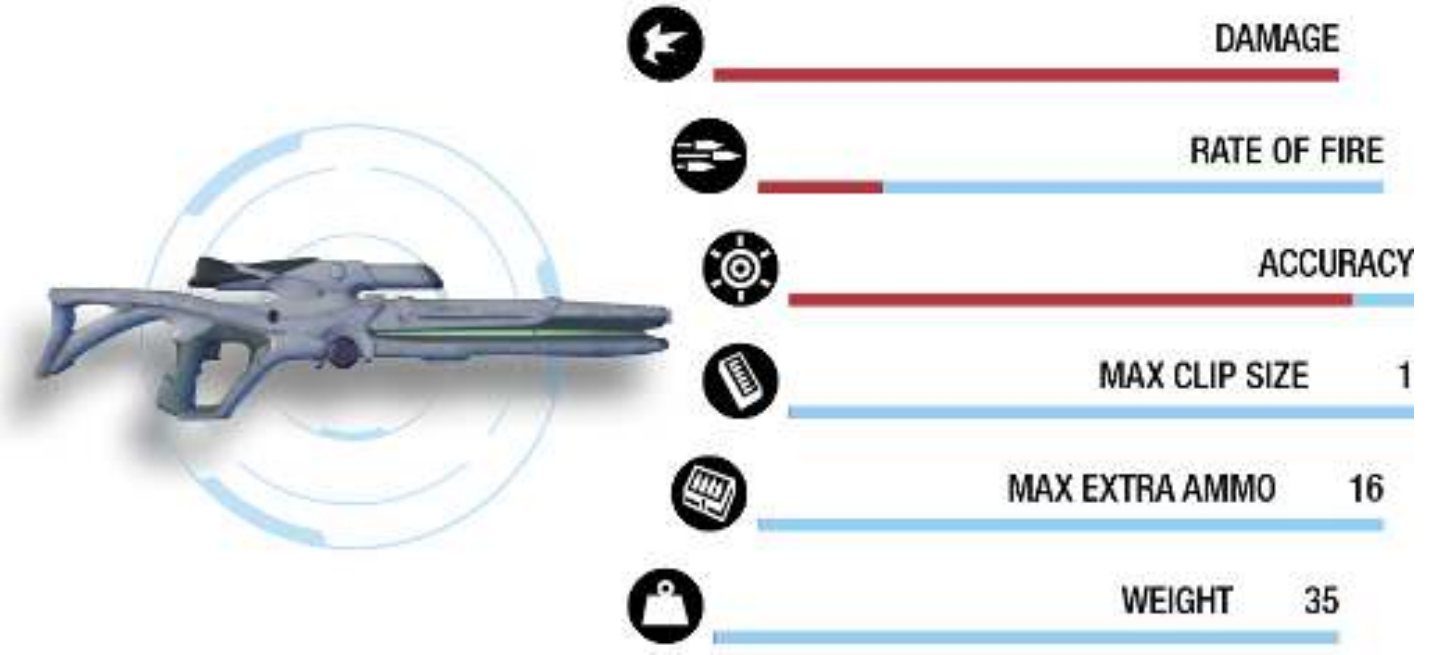
INFERNO



Rarity	Ultra Rare
Type	Sniper Rifle
Firing Type	Semi-Automatic
Ballistic Type	Particle Bursts

The Inferno began as a failed design for a Remnant particle beam shotgun, then was reconfigured into a semi-automatic sniper weapon. It fires short, high-energy particle bursts and requires no reloading. This allows a sniper to continue firing until the weapon overheats.

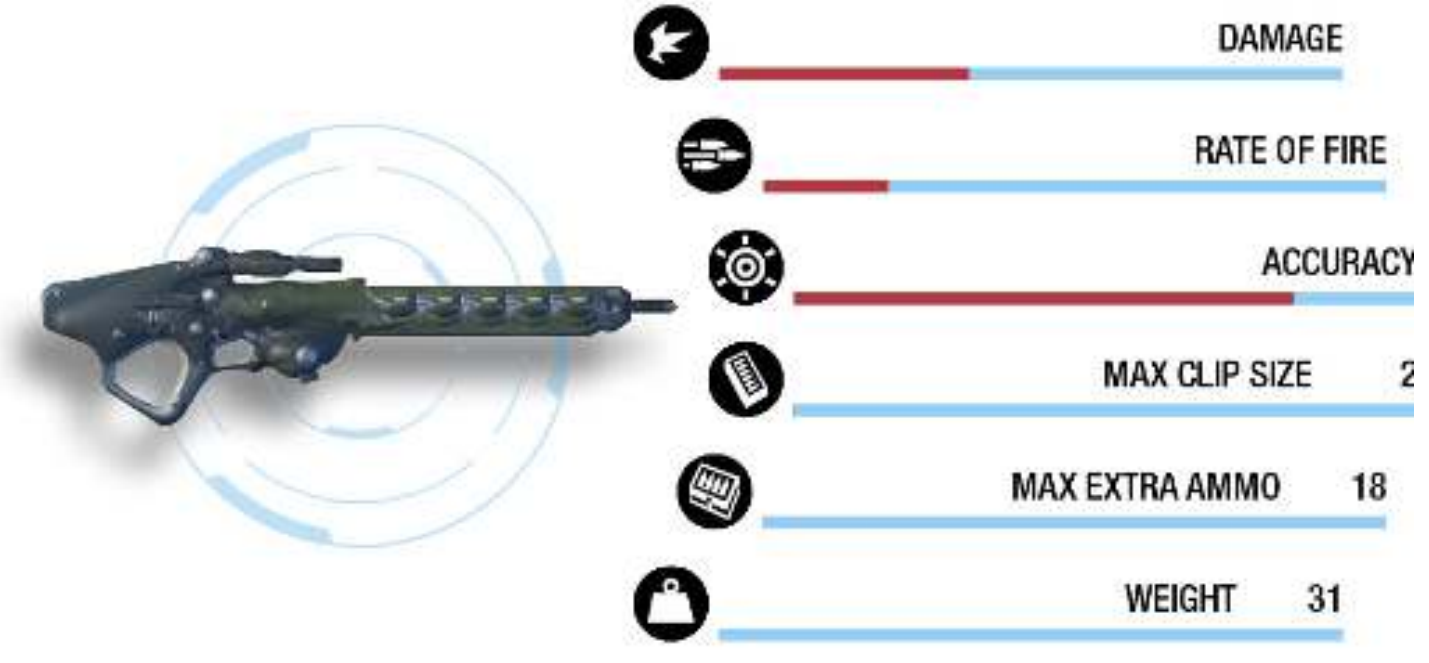
ISHARAY



Rarity	Rare
Type	Heavy Sniper Rifle
Firing Type	Single Shot
Ballistic Type	Standard Bullet

This heavy angaran sniper rifle uses an entire thermal clip with each shot. It's slow to reload but strikes with massive force. The Isharay's name translates as "good-bye," and the weapon has few rivals when it comes to raw power. The angara take understandable pride in its effectiveness.

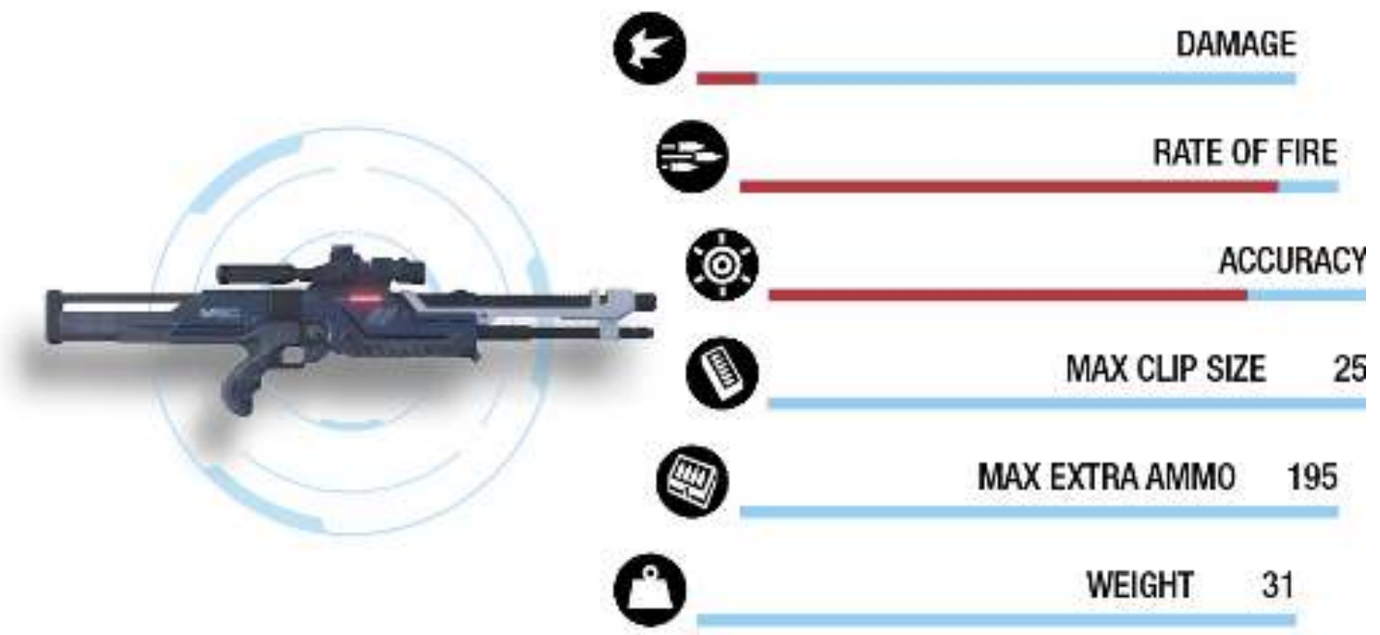
LANAT



Rarity	Rare
Type	Heavy Sniper Rifle
Firing Type	Single Action
Ballistic Type	Plasma Rounds

The kett Lanat, translated to “watcher,” is a slow-firing sniper rifle that uses plasma-surrounded projectiles. The user can charge the semi-automatic Lanat’s magnetic field to modify the plasma containment—the longer the charge builds, the more powerful the shot. At full power, the Lanat is among the deadliest weapons in any galaxy.

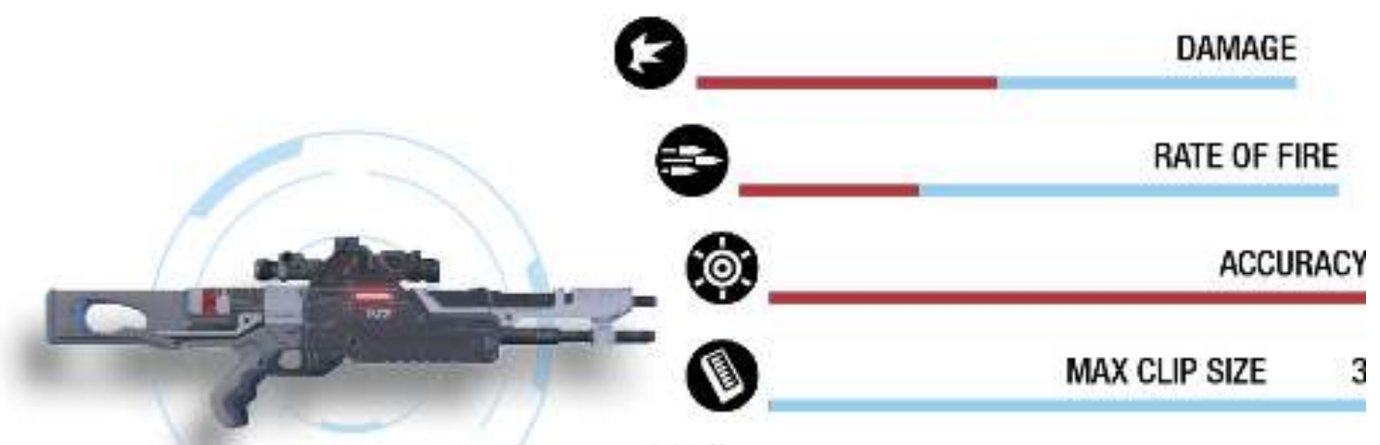
M-90 INDRA

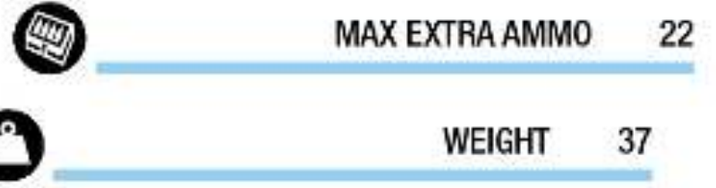


Rarity	Rare
Type	Sniper Rifle
Firing Type	Automatic
Ballistic Type	Standard Bullet

An automatic sniper rifle with a rapid-fire rate and a large capacity to compensate for its limited scope, the Indra was still in an early design phase when the Andromeda Initiative acquired its schematics. Initiative engineers completed the design and manufactured a number of functional prototypes.

N7 VALIANT

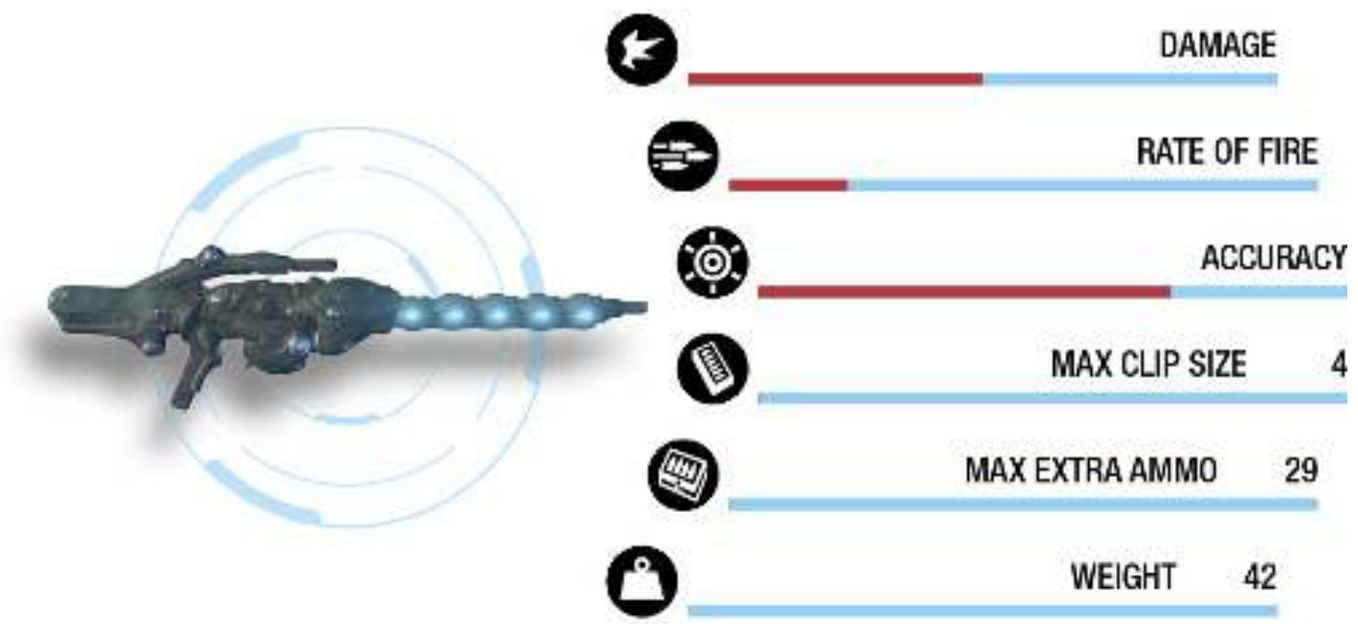




Rarity	Ultra Rare
Type	Sniper Rifle
Firing Type	Semi-Automatic
Ballistic Type	Standard Bullet

This semi-automatic sniper rifle has a sophisticated fire-control system that improves accuracy at the cost of reduced capacity. In the Milky Way, N7 soldiers generally found the Valiant's increased precision and quick reloads a worthy trade-off.

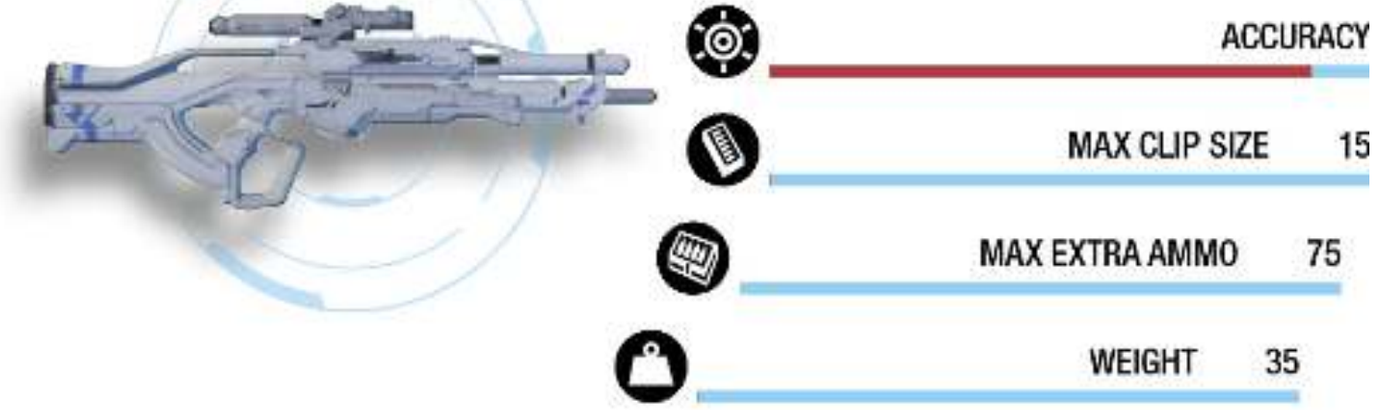
NALADEN



Rarity	Ultra Rare
Type	Explosive Plasma Launcher
Firing Type	Single Action
Ballistic Type	Explosive Plasma Round

The Naladen, translated to "taker," is a scoped rifle capable of firing plasma-surrounded projectiles that explode on impact and burn anyone in the immediate vicinity. The Naladen mixes precision targeting with indiscriminate damage. What that says about kett military culture is a subject best left to expert xenosociologists.

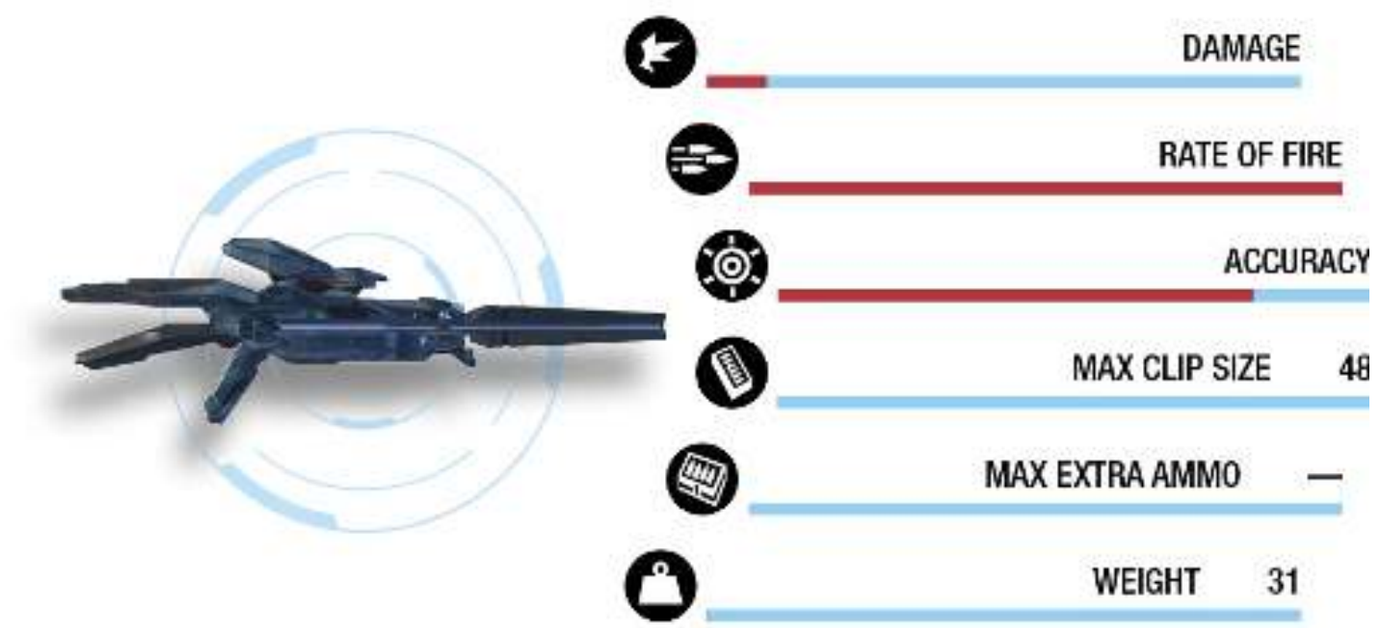
RAPTOR



Rarity	Uncommon
Type	Sniper Rifle
Firing Type	Automatic
Ballistic Type	Standard Bullet

An automatic sniper rifle derived from a similar turian weapon, the Raptor isn't especially accurate but combines some of the best traits of a sniper weapon and an assault rifle. The Raptor was controversial among Initiative security personnel, who argued the weapon had no place in the Initiative's mission of exploration. A small number were still stocked.

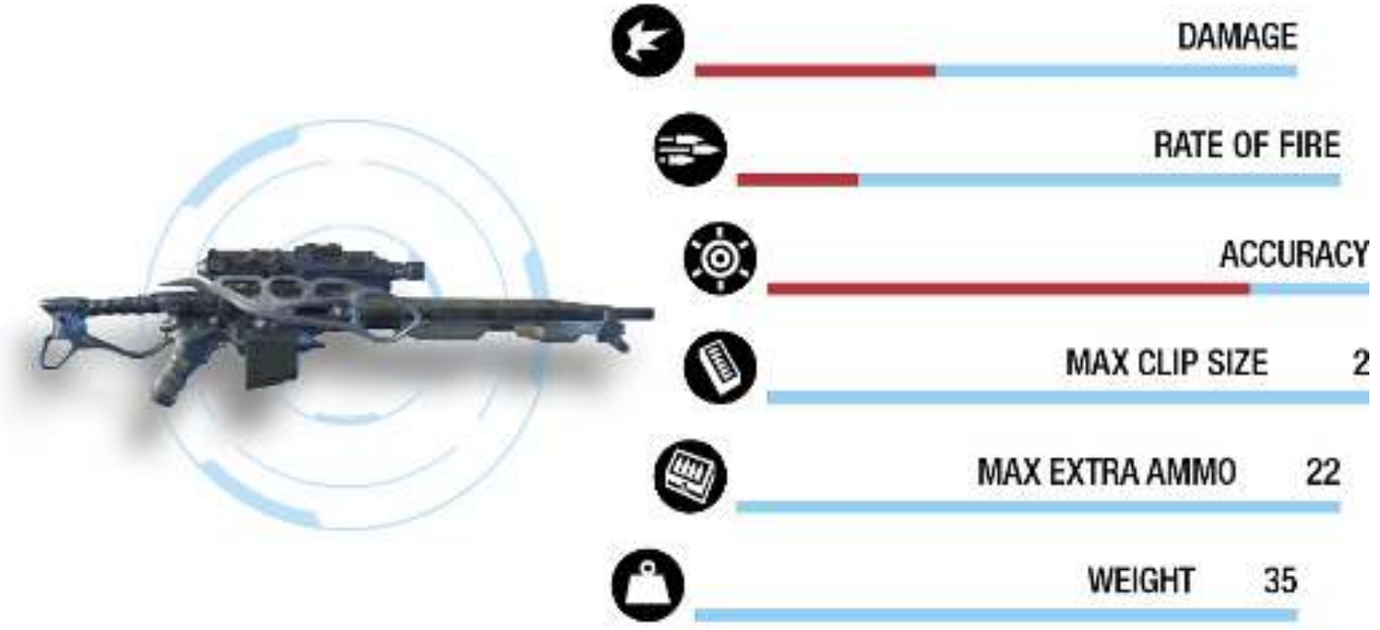
SHADOW



Rarity	Rare
Type	Beam Weapon
Firing Type	Continuous Beam
Ballistic Type	Particle Beam

Remnant particle technology is the cornerstone of the Shadow's design, though the Andromeda Initiative is responsible for the rest. This scoped rifle fires a continuous beam with pinpoint precision, only stopping if it overheats. As with all reverse-engineered Remnant tech, the Shadow should be considered experimental.

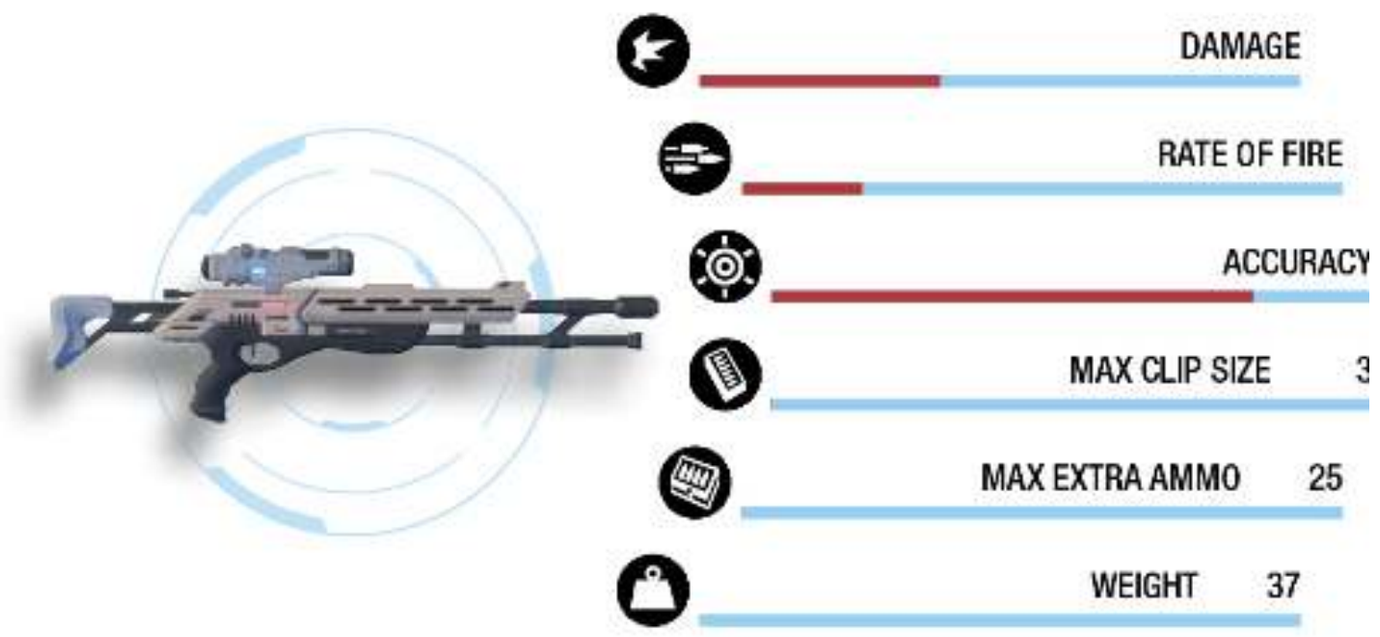
VANQUISHER



Rarity	Rare
Type	Heavy Sniper Rifle
Firing Type	Single Action
Ballistic Type	Standard Bullet

The Vanquisher is a versatile sniper rifle that packs a solid punch. Built by Nexus exiles, it is highly modular and damage-resistant—its effectiveness is unimpeded by sandstorms, snow, and other weather conditions.

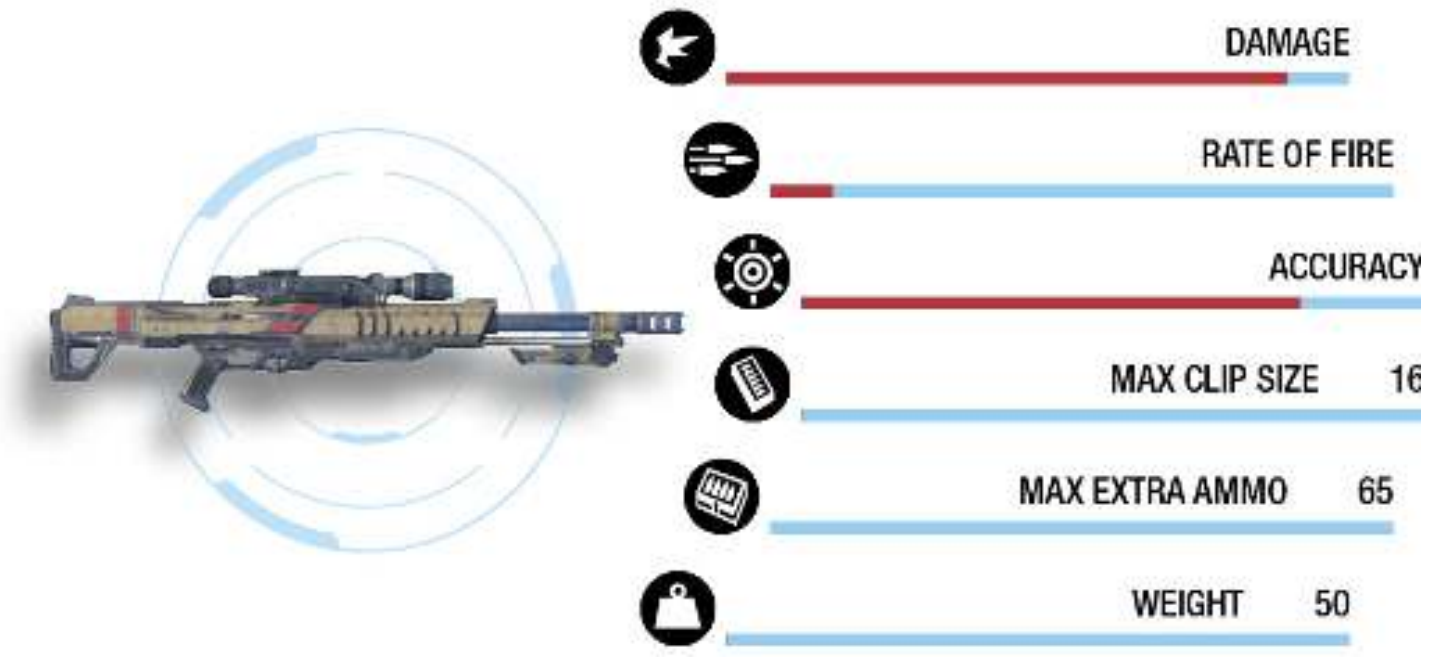
VIPER



Rarity	Rare
Type	Sniper Rifle
Firing Type	Semi-Automatic
Ballistic Type	Standard Bullet

The Viper is a rapid-fire rifle popular with military snipers who appreciated a long-range gun that can snap off multiple shots in a short period. Rosenkox Materials sold a considerable number of Vipers to the Initiative at a discount in return for undisclosed favors from Initiative founder Jien Garson.

WIDOW



Rarity	Uncommon
Type	Heavy Sniper Rifle
Firing Type	Single Shot
Ballistic Type	Standard Bullet

The Widow is a heavy and formidable single-shot sniper rifle originally designed for use against armored vehicles. The Widows acquired by the **Andromeda Initiative** have been modified for additional portability—the original model was nearly unusable by organic life-forms.

Multiplayer Skills and Powers

Overview

Unlike Single-Player, Mass Effect: Andromeda's Multiplayer mode features skill sets specific to each individual character. Each Multiplayer character features three powers and two skills.

Powers**:** Powers are manually activated and require either a recharge period or a power cell for each use.

Skills: Skills are passive, meaning they remain constantly active through an entire match, always granting their benefits.

One skill point is invested into each power for every character once they're unlocked. Passive skills don't come with any skill points invested, leaving you to choose whether you want to activate them. As you level up your character via experience, you gain skill points at a rate of three per level. You earn a small additional amount of skill points when you receive duplicate cards of the same character. Points are not traded between characters. In other words, if you invest in a skill or power that multiple characters share, the bonus only applies to the character in which you invest the points. To change or refund skill points spent, purchase a Character Re-Spec from the Item Store with mission funds. Using the Re-Spec completely refunds your skill points, allowing you to refocus your spending.

MASS EFFECT ANDROMEDA

Multiplayer Skills and Powers

Biotic

Biotic skills mainly focus on movement and close combat, using the environment to deal extra damage. Biotic-based skills generally recharge over time unless otherwise noted. No biotic skill requires power cells, eliminating the need to visit ammo crates!

POWERS

ANNIHILATION

Prime: Yes	**Detonate:** No	Characters: Asari Adept, Krogan Gladiator

	Weaves rapidly shifting mass effect fields to slowly damage nearby enemies. Enemies caught are primed for combo detonations.Other powers activated while Annihilation is in use suffer reduced recharge speed.		**Radius** +50% Damage Radius	**Damage Attractor** Enemies affected take 20% additional damage from all sources.	**Draining Field** Partially restores shields for all allies (including the user) within 8m when an enemy affected by Annihilation dies. Shields Restored: 30%
RANK 1	RANK 2	RANK 3	RANK 4	RANK 5	RANK 6
Annihilation Effect Radius (m): 3 DPS: 55 Power Recharge Penalty: 100%	**Recharge Speed** Reduces the recharge speed penalty on other powers. -10% Power Recharge Penalty	**Damage** +15% Damage	**Recharge Speed** Reduces the recharge speed penalty on other powers. -50% Power Recharge Penalty	**Biotic Wind** Increases movement speed for all allies (including the user) within Annihilation's radius. Movement Speed Bonus: 25%	**Vortex** Unarmored, unshielded, normal-sized enemies are lifted into the air for 8s. Each enemy can only be affected once every 15s.

TIPS

- Annihilation remains active until you're knocked out or you choose to deactivate it. Only use this power when in close range of enemies. It allows you to prime them instantly.
- It also drags along smaller objects and explosives with you if you move slowly. This can allow you to carefully place an explosive in a room to use as a trap later.

BACKLASH

Prime: No	**Detonate:** No	Characters: Asari Sentinel, Asari Duelist

	Generates a frontal biotic aegis barrier that reflects most projectiles and reduces the damage of other enemy attacks.		**Durability** +35% Aegis Health	**Durability** +35% Aegis Health	**Shield Resurgence** Restores shields over 3s after release. Restores up to 50% of shield strength, scaled to damage absorbed by the aegis.
RANK 1	RANK 2	RANK 3	RANK 4	RANK 5	RANK 6
Backlash Aegis Health: 350 Projectile Damage Returned: 150% Frontal Damage Protection: 75	**Recharge Speed** +25% Recharge Speed	**Durability** +25% Aegis Health	**Recharge Speed** +30% Recharge Speed	**Reflection** +100% Projectile Damage Returned	**Damage Aftermath** Increases damage inflicted for 3s after release. Scales with the amount of damage absorbed by the aegis. +35% Gun Damage Bonus +30% Power Damage Bonus +30% Melee Damage Bonus

TIPS

- Hold the button assigned to this power to keep the shield active. Letting go early immediately drops the shield.
- A well-timed initial activation interrupts melee attacks. This skill can be used while moving, allowing you to help cover a teammate who's being revived, getting ammo, or defusing an objective.
- Point your shield in the direction of the enemy; the shield only protects damage dealt from the front.

CHARGE

Prime: No	**Detonate:** Yes	Characters: Asari Duelist, Human Female Vanguard, Human Male Vanguard, Krogan Vanguard

	Alters the biotic's mass, launching the user at an opponent. Restores some shield strength at the charge's end. Charge detonates combo primers on targets.		**Damage and Force** +25% Damage +25% Force	Weapons **and Melee** Improves weapon and melee damage for 3s after charging. +15% Gun Damage +30% Melee Damage	**Shock Trooper** +100% Recharge Speed
RANK 1	RANK 2	RANK 3	RANK 4	RANK 5	RANK 6
Charge Damage: 250 Force: 500 Recharge Time (s): 8 Shields Restored: 50%	**Recharge Speed** +35% Recharge Speed	**Damage and Force** +20% Damage +25% Force	**Radius** Damages enemies within a 3m radius at the end point of the charge.	**Power Synergy** Enhances all powers for 5s after charging. +25% Skill Damage +25% Skill Force Bonus	**Bastion** Fully restores shields and reduces incoming damage for 5s. Protection Bonus: 75 +50% Shields Restored +35% Damage

TIPS

- Exhibit caution when using this power against enemies, like Outlaw specialists, who use close-range weapons. If they're not killed by the charge, they can make short work of you.

LANCE

Prime: No	**Detonate:** Yes	Characters: Asari Adept, Asari Duelist, Asari Huntress, Human Kineticist

Devastates a small area with a swiftly thrown shaft of energy. Inflicts bonus damage against enemy weak points, such as heads.

Damage and Force
+20% Damage
+20% Force

Focused Blast
Increases bonus damage against heads and other weak points.
+25% Headshot/Weak Point Bonus Damage

Knockdown
Enemies within 1.5m of the blast's impact are knocked to the ground. Only unarmored, unshielded, normal-sized enemies are affected.

RANK 1	RANK 2	RANK 3	RANK 4	RANK 5	RANK 6
Lance Impact Radius (m): 1 Damage: 350 Force: 400 Recharge Time (s): 10	**Recharge Speed** +10% Recharge Speed	**Damage and Force** +15% Damage +15% Force	**Radius** +100% Damage Radius	**Anti-Shield** +40% Damage vs. Shields	**Shield-Powered** Lance has no recharge time, but consumes 33% shields when used.

TIPS

- Lance does not track any enemies and fires out of your hand much like a standard projectile, meaning you need to be accurate to inflict damage.
- To make the most of Lance, take your time aiming for the head or other weak points of an enemy. A successful hit grants bonus damage.
- Research the Shield-Powered Rank 6 upgrade to use Lance with no recharge at the cost of your shield. This completely changes the role of your biotic character as you'll need shield regenerations much more frequently. This side effect pushes you out of the close-range attack style and forces you to play a bit more passively, launching biotic lances from behind cover at greater distances.

NOVA

Prime: Requires Rank 6 Seismic Nova	**Detonate:** No	Characters: Human Female Vanguard, Human Male Vanguard, Krogan Gladiator, Krogan Vanguard

Redirects biotic energy to produce a point-blank shockwave, inflicting high damage and sending nearby enemies flying.

Damage and Force
+20% Damage
+30% Force

Anti-Armor
+60% Damage vs. Armor

Seismic Nova
Knocks enemies to the ground and primes them for combo detonations. Only unarmored, unshielded, normal-sized enemies are affected.
+20% Damage
+30% Force

RANK 1	RANK 2	RANK 3	RANK 4	RANK 5	RANK 6
Nova Effect Radius (m): 4 Area Damage: 350 Force: 450 Recharge Time (s): 12	**Radius** +25% Damage Radius	**Damage and Force** +15% Damage +25% Force	**Radius** +40% Damage Radius	**Anti-Shield** +60% Damage vs. Shields	**Shield-Powered** Nova has no recharge time, but consumes 50% shields when used.

TIPS

- Nova can be used mid-jump, causing the player to produce the Nova upon impact with the ground. Use this method to leap from tall buildings or cover and land a Nova on unsuspecting enemies.
- Upgrade to Rank 6 Seismic Nova to instantly prime unshielded and unarmored, normal-sized enemies. Follow up this area-of-effect prime with a couple of detonating attacks like Lance. With help from your team, you'll eliminate a group of enemies, dealing heavy damage to any not affected by the initial prime.

PULL

Prime: Yes **Detonate:** No **Characters:** Human Female Adept, Human Male Adept, Human Kineticist, Krogan Gladiator

Tap Button: Lifts an unshielded, unarmored enemy helplessly into the air and primes the target for combo detonations.Hold Button: Drags the target enemy or object along with the user.Combine with the Throw power to hurl a held target.

Duration
+50% Duration

Crushing Grip
Targets take damage while in the air.
DPS: 35

Anti-Shields
Drains enemy shields on initial hit (but targets whose shields endure still cannot be lifted or held).
Shield Damage Bonus: 360

RANK 1	RANK 2	RANK 3	RANK 4	RANK 5	RANK 6
Pull Duration (s): 5 Recharge Time (s): 8	**Recharge Speed** +20% Recharge Speed	**Duration** +40% Duration	**Radius** Pull affects up to two enemies within a 4m radius.	**Expose** Affected targets take more damage from all sources. Defense Debuff: 30%	**Biotic Drain** Restores shields while Pull is maintained to hold an enemy. Shields Restored per Second: 5%

TIPS

- If your Throw ability is recharging or you just want to toss an enemy softly off the edge of the map, press the Melee button to throw your enemy a short distance. This is great for moving explosives and quickly killing enemies while conserving your other powers.

SHOCKWAVE

Prime: Requires Rank 6 Lifting Shockwave **Detonate:** NYes **Characters:** Human Female Adept, Human Female Vanguard, Human Male Adept, Human Male Vanguard

	Blasts enemies with a line of explosions that proceeds through walls and other solid objects.		**Damage and Force** +20% Damage +20% Force	**Recharge Speed** +25% Recharge Speed	**Anti-Armor** +50% Damage vs. Armor
RANK 1	RANK 2	RANK 3	RANK 4	RANK 5	RANK 6
Shockwave Area of Effect Radius (m): 1.5 Damage: 225 Force: 525 Recharge Time (s): 15	**Recharge Speed** +10% Recharge Speed	**Damage and Force** +15% Damage +15% Force	**Radius** +50% Damage Radius	**Reach** Increases maximum Shockwave distance by 50%.	**Lifting Shockwave** Affected enemies are briefly suspended in midair and primed for combo detonations.

TIPS

- Shockwave's ability to pierce through objects is perfect for dealing with cover takers like the Assembler.
- Have you primed an enemy, but they end up behind a wall or cover? No problem—the Shockwave rips right through cover, detonating any primed enemies it comes in contact with along the way.

SINGULARITY

Prime: Yes **Detonate:** No Characters**:** Asari Adept, Human Female Adept, Human Male Adept

	Creates a gravity well that traps and dangles unshielded and unarmored enemies caught in its field. Singularity also inflicts damage over time and primes enemies for combo detonations.		**Duration** +40% Duration	**Anti-Shield** +150% Damage vs. Shields	**Exploding Singularity** The Singularity explodes after the effect ends, dealing damage within a 7m radius. Area Damage: 350 Force: 700
RANK 1	RANK 2	RANK 3	RANK 4	RANK 5	RANK 6
Singularity Radius (m): 3 DPS: 35 Duration (s): 8 Recharge Time (s): 24	**Recharge Speed** +10% Recharge Speed	**Damage** +25% DPS	**Radius** +25% Effect Radius	**Recharge Speed** +25% Recharge Speed	**Expanding Singularity** Radius expands by 200% over the lifetime of the Singularity.

TIPS

- All targets within the vicinity of the Singularity are instantly biotic-primed.
- Shielded and armored enemies aren't disabled through biotic effects but still take damage over time and are slowed. The slowing ability makes this skill useful against larger units—slow them, apply damage, and gain distance from them.
- End the Singularity early by tapping the same Skill button.

THROW

Prime:	Detonate:	Characters: Asari Huntress, Asari Sentinel, Human Female Sentinel, Human Kineticist, Human Male Sentinel
No	Yes	

Blasts your target with a biotic projectile, throwing it away and detonating combo primers.

Damage and Force
+30% All Damage
+30% All Force

Duration
Enemies float for a longer time.
+400% Duration

Double Throw
Launches two projectiles that seek separate targets.

RANK 1	RANK 2	RANK 3	RANK 4	RANK 5	RANK 6
Throw Damage on World Collision: 225 Force: 850 Recharge Time (s): 8	**Recharge Speed** +10% Recharge Speed	**Damage and Force** +20% All Damage +20% All Force	**Radius** Throw affects nearby enemies within a 2.5m radius.	**Recharge Speed** +25% Recharge Speed	**Swift Detonation** +30% Combo Detonation Damage +25% Recharge Speed

TIPS

- When using Throw with targets currently affected by the Pull power, all held targets fly forward, seeking any available soft targets.
- Thrown targets are temporarily unaffected by gravity, causing them to float for a short time. This allows them to be thrown farther.
- Enemies can be damaged by any thrown objects, including other enemies. Use this tactic to damage two units instead of one.

SKILLS

BARRIER

Prime:	Detonate:	Characters: Asari Adept, Asari Duelist, Asari Huntress, Human Female Adept, Human Female Vanguard, Human Kineticist, Human Male Adept, Human Male Vanguard
No	No	

The biotic creates a mass effect field that bolsters normal shields.

Unyielding Barrier
+30% Max Shields

Biotic Link
Increases maximum shields while at least one biotic effect is active on an enemy.
Max Shields with an Active Biotic Effect: 40%

Active Barrier
Partially restores shields after taking down an enemy with a biotic power. Affects all allies within a 6m radius.
Shields Restored on Biotic Kill: 15%

RANK 1	RANK 2	RANK 3	RANK 4	RANK 5	RANK 6
Barrier +25% Max Shields	**Barrier Regeneration** +25% Shield Regen +25% Health & Shield Regen Delay Reduction	**Biotic Melee** +30% Melee Damage	**Recuperative Barrier** +30% Health & Shield Regen Delay Reduction +30% Shield Regen	**Barrier Drain** Partially restores shields with each successful melee attack. Shields Restored by Melee: 33% +50% Melee Damage	**Saving Barrier** Reacts to low health by automatically restoring shields to full strength once every 10s. Shields Restored at Low Health: 100% Low Health Threshold: 25%

TIPS

- Rank 6 Saving Barrier allows you to be a little more aggressive in your play style. This upgrade instantly replenishes your shield when you reach low health, once every 10 seconds. Using this upgrade may provide the extra time you need to revive a downed teammate or disarm an objective.

BIOTIC ASCENSION

Prime: No	**Detonate:** No	Characters: Human Kineticist

Accumulate charges by killing enemies and then activate Ascension. While ascended, all powers consume shields but have no recharge times. Ascension ends when shields drop.

Power
+15% Power Damage
+15% Power Force

Exposure
Affecting enemies with biotics causes them to take increased damage from all sources.
Defense Debuff from Biotic Effects: 20%

Devastating Ascension
+25% Power Damage While Ascended
+25% Power Force While Ascended

RANK 1	RANK 2	RANK 3	RANK 4	RANK 5	RANK 6
Ascension Charges Required To Ascend: 6 +100 Damage Protection While Ascended	**Biotics** +15% Power Damage +15% Power Force	**Improved Electrical Charge** -1 Required Charges to Ascend	**Duration** +35% to All Power Effect Durations	**Combo Detonation** +30% All Combo Damage +30% All Combo Radiuses	**Efficient Ascension** -1 Required Charges to Ascend +30% Power Shield Cost Reduction While Ascended

TIPS

- Hold the Melee button to consume all charges and activate Biotic Ascension.
- The Human Kineticist is the only character with access to this skill.
- When Biotic Ascension is activated, stay behind cover and use Throw and Lance to deal enhanced damage. Keep an eye on your shield to avoid letting it drop completely.
- Once your shield drops, you must acquire new charges to activate this skill again.

OFFENSIVE BIOTICS

Prime: No	**Detonate:** No	Characters: Asari Adept, Asari Duelist, Asari Huntress, Asari Sentinel, Human Female Adept, Human Male Adept, Krogan Gladiator

Training to maximize biotic damage to enemy targets.

Power Enhancement
+10% Power Damage
+20% Power Force

Expose
Affecting enemies with biotics causes them to take increases damage from all sources.
Defense Debuff: 20%

Biotic Expert
Increases power damage and force for 3s after using a power.
+30% Biotic Damage Bonus
+30% Biotic Force Bonus

RANK 1	RANK 2	RANK 3	RANK 4	RANK 5	RANK 6
Power Augmentation +10% Power Damage	**Weapon Training** +5% Weapon Damage	**Power Augmentation** +10% Power Damage +20% Power Force	**Power Efficiency** +15% All Power Recharge Speeds	**Combo Detonation** +30% all combo damage +30% All Combo Radiuses	**Biotic Warrior** Increases weapon and melee damage for 3s after using a biotic power. Melee attacks knock down unarmored, unshielded, normal-sized enemies at all times. +30% Weapon Damage Bonus +50% Melee Damage Bonus +50% Melee Force

TIPS

- Upgrading to the Rank 5 skill Expose causes **enemies** affected by your biotics to take increased damage from all sources, including your teammates' **weapons** and abilities.

Multiplayer Skills and Powers

Combat

Combat powers can be used to deal heavy area-of-effect damage and increase the effectiveness of your weapons. A few great defensive powers also help players using combat powers to maintain more of a tank role, putting out steady damage-per-second with short bursts of damage from grenades and other abilities. Many combat powers require power cells for use.

POWERS

BARRICADE

Prime: Requires Rank 6 Electric Defense **Detonate:** No Characters: Human Female Sentinel, Human Male Sentinel

Deploys a temporary energy barricade for cover from ranged attacks.Activation requires one power cell from Barricade's limited power cell supply.			**Duration** +40% Duration	**Weapon Feedback** Increases weapon damage and accuracy by 15% for all allies (including the user) behind the barricade.	**Regeneration** Negates broken shield regeneration delay for allies (including the user) behind the barricade.
RANK 1	RANK 2	RANK 3	RANK 4	RANK 5	RANK 6
Barricade Power Cell Capacity: 2 Duration (s): 12	**Power Cells** +1 Power Cell Capacity	**Duration** +25% Duration	**Power Cells** +1 Power Cell Capacity	**Power Feedback** Increases power damage and force by 20% for all allies (including the user) behind the barricade.	**Electric Defense** The barricade electrocutes nearby enemies with a chance to stun them. Especially damaging to shields and synthetic foes. Affected enemies are primed for combo detonations. DPS: 110 +100% Shield Damage Bonus +15% Synthetic Damage Bonus

TIPS

- The upgraded version provides combat bonuses to all allies behind the barricade.
- Once you've unlocked Rank 6 Electric Defense, enemies in close proximity take electric damage and have a chance to be stunned and primed for combo detonations. To make the most of this power, put the barricade inside a doorway or other area that will force enemies to come within a short distance of it.

CONCUSSIVE SHOT

Prime: No **Detonate:** Yes Characters: Human Female Soldier, Human Male Soldier

	Fires a target-seeking high-impact round that detonates combo powers and knocks down unarmored, unshielded, normal-sized enemies.		**Recharge Speed** **+**30% Recharge Speed	**Radius** Radius (m): 2	**Anti-**Armor +40% Damage vs. Armor
RANK 1	RANK 2	RANK 3	RANK 4	RANK 5	RANK 6
Concussive Shot Damage: 350 Force: 250 Recharge Time (s): 12	**Force** +25% Direct Force	**Damage** +15% Direct Damage	**Repeat Concussion** Concussive Shot has no recharge time but requires one power cell from a limited power cell supply to activate. The shot also inflicts bonus damage on knocked-down or floating enemies. Power Cell Capacity: 5 +100% Damage vs. Knocked-Down Enemies	**Damage and Force** +25% Direct Damage +25% Direct Force	**Anti-Shield** +40% Damage vs. Shields

TIPS

- Concussive Shot requires no power cells and is the only power in the combat skill tree that can detonate enemies without any upgrades, making it an extremely useful tool for the soldier who plays with a team.
- While the name may make Concussive Shot seem like a power used only for stunning enemies, it actually deals a high amount of damage.
- Enemies behind cover are not completely safe from the Concussive Shot. Aim a little bit above their cover to cause the shot to curve down and hit them.

FLAK CANNON

Prime: YNo	**Detonate:** No	Characters**:** Krogan Mercenary

	Fires krogan-designed shells that burst into shrapnel upon impact. Shrapnel damage is reduced against armored enemies.Activation requires a power cell from Flak Cannon's limited power cell supply.		**Damage and Force** +20% Area Damage +20% Area Force	**Stunning** Briefly stuns affected enemies. Duration (s): 2	**Flak** +50% Shrapnel Explosions
RANK 1	RANK 2	RANK 3	RANK 4	RANK 5	RANK 6
Flak Cannon Power Cell Capacity: 2 Initial Damage: 225 Shrapnel Damage: 90 -30% Shrapnel Damage vs. Armor	**Power Cells** +1 Power Cell Capacity	**Damage and Force** +15% Area Damage +15% Area Force	**Power Cells** +2 Power Cell Capacity	**Anti-**Armor Increases both initial and shrapnel damage against enemy armor. +40% Damage vs. Armor	**Shredder** Shrapnel inflicts additional damage over time. DPS: 18.75 Damage Duration (s): 8

TIPS

- The Flak Cannon starts as a single shot that travels a short distance before exploding into smaller projectiles, each of which carries its own area-of-effect blast.

- If the initial shot from the Flak Cannon hits an enemy, it deals damage on the hit in addition to any damage caused by the shrapnel.

FLAMETHROWER

Prime: Yes	**Detonate:** No	Characters: Krogan Mercenary

Unleashes a short-range jet of flame that causes bonus damage to armor, plus ongoing burn damage. Unshielded enemies held in the jet catch fire, priming them for combo detonations.

Damage
+25% Damage

Reach
Increases the flamethrower's range.
+50% Damage Radiuss

Anti-Armor
+50% Damage vs. Armor

RANK 1	RANK 2	RANK 3	RANK 4	RANK 5	RANK 6
Flamethrower Sustained DPS: 210 Burn DPS: 110 Burning Duration (s): 5 Recharge Time (s): 12 Armor Damage Bonus: 25%	**Recharge Speed** +10% Recharge Speed	**Damage** +15% Damage	**Recharge Speed** +20% Recharge Speed	**Lingering Burn** Increases burning damage and duration. +25% Damage Over Time +50% Duration	**Blinding Heat** Damage output from enemies on fire is reduced by 50%.

TIPS

- Shielded enemies cannot be primed by the flamethrower until their shields are taken down. The flamethrower still does damage to the shield but at a much slower rate than a standard weapon.
- Enemies hit by the flamethrower are not immediately primed. Prime a single enemy before moving on to another when facing multiple foes.
- Releasing the Flamethrower button early shortens the recharge time proportionately.

FORTIFY

Prime: Requires Rank 6 Explosive Purge	**Detonate:** No	Characters: Krogan Mercenary, Krogan Vanguard

Improves protection at the cost of mobility and speed.

Protection
+10 Protection Bonus

Shield Feedback
+25% Shield Regen Bonus
+40% Regen Speed Bonus

Unmoving Defense
Increases protection as long as you remain motionless with active Fortify.
Damage Protection Accumulated per Second: 5
Max Accumulated Damage Protection: 15

RANK 1	RANK 2	RANK 3	RANK 4	RANK 5	RANK 6
Fortify Recharge Time (s): 8 Protection Bonus: 40 +40% Movement Speed Penalty +18% Sprint Speed Penalty	**Recharge Speed** +20% Recharge Speed	**Protection** +5 Protection Bonus	**Mobility** Movement speed penalty is reduced to 25%. Sprint speed penalty reduced to 0%.	**Power** Armor +30% Melee Damage Bonus +20% Gun Accuracy Bonus +20% Gun Stability Bonus	**Explosive Purge** Manually deactivating Fortify triggers an electric explosion, stunning nearby enemies and priming them for combo detonations. Explosion Damage: 360 Explosion Radius (m): 4 +60% Explosion Damage vs. Shields

TIPS

- Fortify is an extremely useful power for players who like to go toe-to-toe with enemies in a last-man-standing style of combat. Spending additional points on this skill tree drastically increases your survivability in every match when Fortify is activated.
- Save Fortify for moments when you're coming under heavy fire or need to dodge an unavoidable attack.
- With Rank 6 Explosive Purge, manually deactivating Fortify shocks surrounding enemies with electric damage, dealing heavy damage to shields and priming any unshielded enemies.

FRAG GRENADE

Prime: No **Detonate:** No **Characters:** Human Female Soldier, Human Male Soldier, Turian Soldier

A grenade deals massive damage to enemies within a small area. Grenades require one power cell per use.

Damage +20% Direct Damage

Grenade Capacity +2 Power Cell Capacity

Anti-Armor +50% Damage vs. Armor

RANK 1	RANK 2	RANK 3	RANK 4	RANK 5	RANK 6
Frag Grenade Power Cell Capacity: 1 Area Damage: 875 Damage Radius (m) 5m	**Grenade Capacity** +1 Power Cell Capacity	**Damage** +15% Direct Damage	**Radius** +25% Damage Radius	**Shrapnel** Affected enemies take additional damage over time. DPS: 45 Damage Duration (s): 4	**Anti-Shield** +50% Damage vs. Shields

TIPS

- Tap Button: Throw a grenade to deliver massive area damage on a two-second timer.
- Hold Button: Cook the grenade, shortening its timer. Be careful—the grenade explodes in your hand if held too long. Use this technique to cut down the fuse time, making it harder for enemies to evade the blast.

STICKY GRENADE

Prime: No **Detonate:** No **Characters:** Angara Avenger, Human Female Infiltrator, Human Male Infiltrator, Salarian Infiltrator

The Sticky Grenade adheres to any surface or enemy on impact, dealing area-of-effect damage to nearby targets. Sticky Grenades require one power cell per use.

Damage +20% Direct Damage

Grenade Capacity +2 Power Cell Capacity

Anti-Armor +50% Damage vs. Armor

RANK 1	RANK 2	RANK 3	RANK 4	RANK 5	RANK 6

Sticky Grenade Power Cell Capacity: 1 Damage Radius (m): 3.5 Area Damage: 800	**Grenade Capacity** +1 Power Cell Capacity	**Damage** +15% Direct Damage	**Radius** +40% Damage Radius	**Shrapnel** Affected enemies take additional damage over time. DPS: 45 Damage Duration (s): 4	**Anti-Shield** +50% Damage vs. Shields

TIPS

- Tap Button: Throw and stick the grenade to an enemy or surface. It explodes on a two-second timer. Damage decreases over distance.
- Hold Button: Aim the grenade. This grenade does not “cook” or explode in your hand.

TRIP MINE

Prime: Requires Rank 6 EMP **Detonate:** Requires Rank 6 Detonator Characters: Angara Insurgent, Turian Agent

An explosive mine detonates when an enemy crosses its sensor laser. Activation requires one power cell from Trip Mine’s limited power cell supply.

Sensor Range
Increases proximity trigger radius and laser sensor distance.
+100% Proximity Radius
+60% Laser Range

Damage and Force
+30% Damage
+30% Force

Detonator
Mines act as combo detonators for all affected enemies.
+30% Combo Detonation Damage

RANK 1	RANK 2	RANK 3	RANK 4	RANK 5	RANK 6
Trip Mine Power Cell Capacity: 2 Trigger Radius (m): 0.5 Laser Range (m): 5 Maximum Damage: 1350	**Power Cells** +1 Power Cell Capacity	**Damage and Force** +15% Damage +15% Force	**Power Cells** +1 Power Cell Capacity	**Blast Radius** +30% Damage Radius	**EMP** Mines deliver an electromagnetic pulse, stunning enemies and causing added damage to shields. Electrified enemies are briefly primed for combo detonations. Stun Duration (s): 2 +35% Damage vs. Shields

TIPS

- The Trip Mine is thrown and immediately sticks to the surface it hits. Use this on doorways and other areas that will force the enemy into close range when the mine explodes.
- Enemies suffer more damage the closer they are to the mine, with minimum damage of 33% at the edge of the area of effect.
- The Rank 6 EMP upgrade doesn’t only make the Trip Mine much more effective against shielded enemies—it primes and stuns unshielded enemies as well!

TURBOCHARGE

Prime: No **Detonate:** No **Characters:** Human Female Soldier, Human Male Soldier, Turian Soldier

Activation temporarily vents weapons through your suit, improving thermal clip efficiency and overclocking weapon firing rates.

Recharge Speed
+20% Recharge Speed

Damage and Force
+15% Damage
+15% Gun Force Bonus

Super Charge
Increases weapon rate of fire and thermal clip size while Turbocharge is active.
+20% Rate of Fire Bonus
+20% Clip Size Bonus

RANK 1	RANK 2	RANK 3	RANK 4	RANK 5	RANK 6
Turbo Charge Duration (s): 8 Recharge Time (s): 20 +10% Gun Damage Bonus +20% Rate Of Fire Bonus +20% Clip Size Bonus	**Recharge Speed** +10% Recharge Speed	**Damage** +10% Gun Damage Bonus	**Duration** +50% Duration	**Accuracy and Stability** Increases weapon stability and accuracy while Turbocharge is active. +40% Gun Accuracy Bonus +40% Gun Stability Bonus	**Dump Heat** Vastly increases thermal clip size while Turbocharge is active. +80% Clip Size Bonus

TIPS

- Activating this power applies a buff that expands the clip size and immediately reloads equipped weapons for the duration of the Turbocharge.
- Weapons in use during Turbocharge lose their buff once Turbocharge ends.
- Use this power at the end of your weapon's clip or magazine to instantly reload, skipping your reload timer!

SKILLS

APEX TRAINING

Prime: No **Detonate:** No **Characters:** Human Female Vanguard, Human Male Vanguard, Krogan Vanguard

Balanced offensive training available to combat-oriented APEX classes.

Weapon Training
+8% Weapon Damage

Ammo and Targeting
+20% Weapon Headshot/Weak Point Bonus Damage
+25% Spare Weapon Ammo

Weapon Specialist
+10% Weapon Damage
+15% Weapon Accuracy
+15% Weapon Stability

RANK 1	RANK 2	RANK 3	RANK 4	RANK 5	RANK 6
Weapon Training +5% Weapon Damage	**Power Augmentation** +10% Power Damage	**Weapons and Powers** +5% Weapon Damage -10% Weapon Weight	**Power Augmentation** +10% Power Damage +20% Power Force -20% weapon Weight	**Aerial Combat Training** Improves combat abilities while hovering. +50% Hover Duration +100% Weapon Accuracy While Airborne	**Power Specialist** +15% Power Damage +30% Power Force +20% All Power Recharge Speeds

TIPS

- When leveling this skill, focus on either weapon damage or strengthening your powers. Doing so maximizes your damage output and allows you to play a more specialized role.

BLOOD RAGE

Prime: No **Detonate:** No **Characters:** Krogan Engineer, Krogan Gladiator, Krogan Mercenary, Krogan Vanguard

	Enter a blood rage after performing multiple melee kills within 30 seconds.		**Resilience** +20% Max Health +20% Max Shields	**Regeneration** While enraged, you can completely regenerate your health. +50% health regen +25% Health & Shield Regen Delay Reduction	**Berserker** Rage automatically triggers when your health is low. Rage triggers when health drops below 33%. -1 Melee Kills Required +30% Melee Damage +50% Rage Duration
RANK 1	RANK 2	RANK 3	RANK 4	RANK 5	RANK 6
Blood Rage Melee Kills Required: 3 Rage Duration (s): 30 Damage Protection While Enraged: 20 +35% Melee Bonus While Enraged	**Strength** +30% Melee Damage -20% Weapon Weight	**Resilience** +20% Max Health +20% Max Shields +5 Damage Protection While Enraged	**Melee** Increases melee damage and melee damage bonus while enraged. +35% Melee Damage +25% Melee Bonus While Enraged	**Martial Arts** Grants a ramping melee damage bonus with each melee hit or melee kill, provided it's been less that 10s since the last melee kill. Melee Bonus per Hit: 5% Melee Bonus per Kill: 20% Max Melee Bonus: 65%	**Inspirational** While enraged, nearby players receive damage protection. Entering Rage triggers Rage for other nearby krogan.

TIPS

- Blood Rage is a krogan-specific skill that benefits players who prefer melee attacks. Investing in this skill tree only aids players who plan to accumulate melee kills rapidly. If you prefer powers or weapons over melee attacks, invest your skill points in a different area of the skill tree.

COMBAT FITNESS

Prime: No **Detonate:** No **Characters:** Human Female Infiltrator, Human Female Soldier, Human Male Infiltrator, Human Male Soldier, Turian Soldier

	Survival training for Initiative combat forces.	Health and Shields +25% Max Health +25% Max Shields	**Defensive Positioning** Regen Delay Reduction in Cover: 50% Damage Protection in Cover: 50	**Hold the Line** Greatly reduces damage taken when below 30% health. Low Health Damage Protection: 200	

RANK 1	RANK 2	RANK 3	RANK 4	RANK 5	RANK 6
Health and Shields +10% Max Health +10% Max Shields	**Melee** +30% Melee Damage	Health and Shields +15% Max Health +15% Max Shields	**Melee** +50% Melee Damage	**Aerial Evasion** Reduces damage taken while hovering and evading. +50 Damage Protection While Airborne +100 Damage Protection While Evading	**Close-Quarters Momentum** Grants a ramping melee damage bonus with each melee hit or melee kill, provided it's been less that 10s since the last melee kill. Melee Bonus per Hit: 5% Melee Bonus per Kill: 20% Max Melee Bonus: 65%

TIPS

- Rank 6 upgrade Hold the Line increases your defense when at low health. This could mean the difference between life and death when you're running from enemies. Any damage taken is immediately decreased when you drop below 30% health.

MUNITIONS TRAINING

Prime:	**Detonate:**	**Characters:**
No	No	Human Female Infiltrator, Human Female Soldier, Human Male Infiltrator, Human Male Soldier, Krogan Mercenary, Turian Soldier

	Weapon-focused combat training.	**Weapon Training** +8% Weapon Damage	**Melee Synergy** Melee hits briefly boost weapon damage. Weapon hits briefly boost melee damage. Duration per Buff (s): 3 +20% Gun Damage Boost +30% Melee Damage Boost	**Sustained Fire** Focusing fire on enemy targets causes them to take more damage from all sources. Defense Debuff per Projectile: 2% Max Defense Debuff: 24%	

RANK 1	RANK 2	RANK 3	RANK 4	RANK 5	RANK 6
Weapon Training +5% Weapon Damage	**Power Augmentation** +10% Power Damage	Weapons and Powers +5% Weapon Damage -10% Weapon Weight	**Power Augmentation** +10% Power Damage +1 to All Power Cell Capacities -20% Weapon Weight	**Weapon Efficiency** +15% Weapon Reload Speed +25% Weapon Clip Size +20% Weapon Spare Ammo	**Precision** +20% Weapon Headshot/Weak Point Bonus Damage +25% Accuracy +25% Weapon Stability +25% Shotgun Pellet Spread Reduction

TIPS

- Investing skill points into Rank 6 Sustained Fire not only increases your damage to a target, it also increases your teammates' damage against that same target. This stacking defense debuff helps take down large armored units quickly.

WEAPON TRAINING

Prime: No	**Detonate:** No	**Characters:** Angara Avenger, Human Female Sentinel, Human Male Sentinel, Turian Agent

	Balanced offensive training available to combat-oriented APEX classes.		**Weapon Training** +8% Weapon Damage	**Ammo and Targeting** +20% Weapon Headshot/Weak Point Bonus Damage +25% Spare Weapon Ammo	**Weapon Specialist** +10% Weapon Damage +15% Weapon Accuracy +15% Weapon Stability
RANK 1	RANK 2	RANK 3	RANK 4	RANK 5	RANK 6
Weapon Training +5% Weapon Damage	**Power Augmentation** +10% Power Damage	Weapons **and** Powers +5% Weapon Damage -10% Weapon Weight	**Power Augmentation** +10% Power Damage +20% Power Force -20% Weapon Weight	**Aerial Combat Training** Improves combat abilities while hovering. +50% Hover Duration +100% Weapon Accuracy While Airborne	**Power Specialist** +15% Power Damage +15% All Power Recharge Speeds +1 to All Power Cell Capacity

TIPS

- Weapon Training offers a well-rounded buff to your weapons and powers.
- Rank 5 Ammo Targeting adds damage to weak points and spare ammo. This addition to the skill helps players who prefer sniper rifles, thanks to increased critical damage and the additional ammo. This allows you to go longer without visiting an ammo box.

MASS EFFECT ANDROMEDA

Multiplayer Skills and Powers

Tech

Tech powers focus on priming enemies and buffing you and your allies. Having a good tech player to set your team up for combos increases your survivability. No tech powers require power cells for use, allowing you to continuously use your powers after recharge without visiting ammo crates.

POWERS

ASSAULT TURRET

Prime: Requires Rank 6 Cryo Ammo or Flamethrower	**Detonate:** No	Characters**:** Angara Insurgent, Human Female Engineer, Human Male Engineer, Krogan Engineer

Deploys an automated assault turret that counts as a tech construct.

Durability
+50% Turret Health

Damage
+25% Turret Gun Damage

Cryo Ammo
Turret shots chill enemies, slowing them and weakening armor. Sustained fire can freeze targets solid, priming them for combo detonations.
Armor Defense Debuff: 100%

RANK 1	RANK 2	RANK 3	RANK 4	RANK 5	RANK 6
Assault Turret Turret Base Health: 400 Damage per Shot: 18 Area Damage When Destroyed: 340 Singularity Recharge Time (s): 24	**Durability** +20% Turret Health	**Damage** +15% Turret Gun Damage	**Recharge Speed** +40% Recharge Speed	**Omni-Link** While its creator is in close proximity, the turret repairs itself via omni-tool link and improves tech power refresh rates. Omni-Link Range (m): 6 Omni-Link Tech Recharge Speed: 30% Omni-Link Turret Heal per Second: 2%	**Flamethrower** A short-range flamethrower burns enemies, causing bonus damage to armor and priming enemies for combo detonations. Flamethrower DPS: 45 Burn DPS: 22 Flamethrower Range (m): 8 Flamethrower Damage Bonus vs. Armor: 50%

TIPS

- Tap Button: Directs the turret to attack a specific target.
- Hold Button: Detonates the turret, damaging nearby enemies. The turret also detonates upon death, dealing area-of-effect damage to enemies within a small area.
- The turret is not only great at guarding your flank and dealing out light damage to enemies, it also attracts the attention of enemies if left in an open area. This allows you to flank larger enemies or make a quick escape to a new defensive position.

- Unlocking either Rank 6 upgrade permits the turret to prime targets. Cryo ammo doesn't deal any additional base damage, but slows, primes, and inflicts a 100% armor defense debuff on the enemy, causing it to take more damage from all sources. Flamethrower increases the base damage of the turret by adding a flamethrower attack that deals more than double base damage and leaves the enemy primed and taking damage over time. The flamethrower gets an additional 50% damage bonus against armored enemies.

AVENGER STRIKE

Prime: Requires Rank 6 Disrupting Strike	**Detonate:** No	Characters: Angara Avenger

	Cloak before swiftly repositioning for a deadly strike from behind. This power is considered a melee attack.		**Bleeding Strike** Inflicts additional damage over time to the target. DPS: 30 Damage Duration (s): 5	**Damage** +40% Damage	**Disrupting Strike** Increases damage to enemy shields and synthetic enemies, stuns targets, and leaves targets primed for combo detonations. Stun Duration (s): 5 +30% Damage vs. Shields +30% Damage vs. Synthetics
RANK 1	RANK 2	RANK 3	RANK 4	RANK 5	RANK 6
Avenger Strike Damage: 500 Recharge Time (s): 12	**Recharge Speed** +10% Recharge Speed	**Damage** +15% Damage	**Recharge Speed** +20% Recharge Speed	**Flash Strike** The attack surprises enemies near the target, briefly reducing their damage. Damage Debuff Radius (m): 5 Damage Debuff Duration (s): 5 -85% Damage Debuff	**Cloak and Dagger** Killing an enemy with this power restores one Stealth Grid power cell.

TIPS

- Avenger Strike is only available to the Angara Avenger. This power can deal high damage to a single enemy. However, it leaves you exposed to close-range attacks if the enemy is still alive upon attack completion.
- Rank 6 Disrupting Strike increases the effectiveness of this power against synthetic and shielded enemies. Disrupting Strike also stuns nearby targets and primes them for combo detonations.

CRYO BEAM

Prime: Yes	**Detonate:** No	Characters: Human Female Engineer, Human Male Engineer

	Directs a negative thermal beam at enemies to slow and weaken them to other forms of damage.		**Damage** +25% Damage	**Brittle Freeze** +50% Armor Defense Debuff	**Snap Freeze** Shattering frozen targets causes additional damage to nearby foes and snap-freezes nearby defenseless enemies. +50% frozen shatter damage +50% Frozen Shatter Force +150% Frozen Shatter Radius
RANK 1	RANK 2	RANK 3	RANK 4	RANK 5	RANK 6

Cryo Beam DPS: 135 Recharge Time (s): 15 Defense Debuff vs. Armor: 50%	**Recharge Speed** +10% Recharge Speed	**Damage** +20% Damage	**Recharge Speed** +25% Recharge Speed	**Radius** Beam freezes targets in a 2m radius around its impact point.	**Cryo Trap** When aimed away from a direct target, the beam creates a temporary freezing zone that chills enemies who enter.

TIPS

- Maintain the beam at a single target to freeze it, priming it for combo detonations. Freezing completely disables unarmored targets and slows armored targets but has no effect on shielded targets.
- Smaller unshielded and unarmored enemies can be completely frozen for a short time, preventing movement and attacks.
- Rank 6 Snap Freeze can instantly freeze and prime nearby enemies when a shattering cryo combo is performed.

ENERGY DRAIN

Prime: Requires Rank 5 Extended Drain	**Detonate:** Yes	Characters: Asari Sentinel, Human Female Sentinel, Human Male Sentinel, Salarian Infiltrator

Saps the electromagnetic fields around a target to restore your shields. Causes bonus damage to shields and synthetic enemies, and detonates combo primers.

Effectiveness
+20% Damage
+15% Shields Restored

Extended Drain
Restores additional shields over time. Target is primed for combo detonations for the same duration.
Shields Restored per Second: 2%
Shield Restore Duration (s): 6

Damage
Increases both standard damage and damage bonus against shield and synthetic enemies.
+20% Damage
+40% Damage vs. Shields
+15% Damage vs. Synthetics

RANK 1	RANK 2	RANK 3	RANK 4	RANK 5	RANK 6
Energy Drain Primary Damage: 180 Recharge Time (s): 15 Shields Restored: 35% Energy Drain Shield Damage Bonus: 100% Synthetic Damage Bonus: 15%	**Recharge Speed** +10% Recharge Speed	**Effectiveness** +15% Damage +20% Shields Restored	**Recharge Speed** +25% Recharge Speed	**Auxiliary Drain** Affects up to three additional nearby enemies. Grants added delayed shield restoration per additional enemy hit. Impact Radius (m): 8 Shields Restored per Additional Target: 33%	**Team Drain** Initial draining effect restores shields of allies near the user. Ally Shields Restored: 50% Ally Effect Radius (m): 8 +30% Shields Restored

TIPS

- Rank 6 options force you to make a tough choice: focus on damage or take more of a support role restoring shields of nearby allies. Pick the Damage buff to deal extra damage versus shields, synthetic and standard. Pick Team Drain to restore shields of nearby allies; when paired with Auxiliary Drain, this increases your shield-restoring effectiveness.

INCINERATE

Prime: Yes	**Detonate:** Requires Rank 6 Detonator	Characters: Human Female Infiltrator, Human Male Infiltrator, Krogan Engineer

Fires a projectile of contained plasma that inflicts ongoing burning damage to its target. Burning enemies are primed for combo detonations.

Radius
Projectile affects all enemies within a 2m radius.

Impact
+30% Initial Damage

Detonator
Incinerate's initial attack triggers combo detonations.

RANK 1	RANK 2	RANK 3	RANK 4	RANK 5	RANK 6
Incinerate DPS: 55 Initial Damage: 180 Burning Duration (s): 6 Recharge Time (s): 12 Armor Damage Bonus: 50%	**Recharge Speed** +15% Recharge Speed	**Damage** +15% All Damage	**Burning** +20% Damage Over Time +50% Duration	**Anti-Armor** +75% Damage Bonus to Armor	**Double Incinerate** Launches two projectiles (instead of one) that seek separate targets.

TIPS

- Shields take initial damage from the projectile but are not primed and won't take damage over time. Targets on fire cannot regenerate health or shields.
- Rank 6 Detonator triggers combo detonations and applies burn damage and damage over time to the target if it survives the combo.

INVASION

Prime: No	**Detonate:** No	Characters: Salarian Operator

Infects opponents with an invasive VI-controlled machine swarm that weakens defenses and spreads itself to nearby enemies.

Recharge Speed
+30% Recharge Speed

Epidemic
Invasion lasts longer and spreads to more distant enemies.
+40% Duration
+20% Spread Radius

Virulence
When an affected enemy falls below 15% health, Invasion triggers an explosion that damages the enemy and other enemies nearby.

RANK 1	RANK 2	RANK 3	RANK 4	RANK 5	RANK 6
Invasion Spread Radius (m): 6 Damage: 30 Duration (s): 15 Recharge Time (s): 24 Enemy Defense Debuff: 35%	**Recharge Speed** +10% Recharge Speed	**Duration** +30% Duration	**Outbreak** Invasion infects up to three enemies near the target location.	**Weaken** +10% Enemy Defense Debuff	**Sabotage** Affected enemies do less weapon damage. -15% Enemy Weapon Damage

TIPS

- The main point of Invasion is to inflict enemies with a defense debuff. This means the power itself doesn't deal much damage, relying on you and your teammates' weapons and powers to damage and kill enemies.

OVERLOAD

Prime:	**Detonate:**	**Characters:**
No	Yes	Human Female Engineer, Human Male Engineer, Krogan Engineer, Salarian Operator

Unleashes an electrostatic discharge that causes high damage to shields and synthetic enemies.

Damage
+25% All Damage

Anti-Shield
+50% Damage vs. Shields

EMP
+50% Damage vs. Shields
+15% Damage vs. Synthetics

RANK 1	RANK 2	RANK 3	RANK 4	RANK 5	RANK 6
Overload Initial Uncharged Damage: 150 Initial Charged Damage: 200 Chain Damage: 100 Recharge Time (s): 15 Shield Damage Bonus: 200% Synthetic Damage Bonus: 30%	**Recharge Speed** +10% Recharge Speed	**Damage** +15% All Damage	**Recharge Speed** +20% Recharge Speed	**Charged Overload** Chains to one additional target when charged.	**Maximum Charge** Chains to an additional target when charged and deals increased damage to chained enemies. +30% Chain Damage

TIPS

- Tap Button: Quickly fires the Overload, hitting a single target and detonating combo primers.
- Hold Button: Charges Overload, causing it to "chain" to two additional targets, detonating combo primers.

RECON VISOR

Prime:	**Detonate:**	**Characters:**
No	No	Turian Agent

Activates a temporary augmented-reality display, highlighting nearby enemy targets regardless of walls, cloaking effects, or smoke.

Recharge Speed
+30% Recharge Speed

Augmented Range
Increases enemy highlight range.
Enhanced Vision Range: 100%

Team Vision
Allows allies to see highlighted enemies.

RANK 1	RANK 2	RANK 3	RANK 4	RANK 5	RANK 6

Recon Visor Enhanced Vision Range: 25 Duration (s): 8 Recharge Time (s): 10	**Augmented Aim** Improves weapon accuracy and stability while active. Gun Accuracy Bonus: 30% Gun Stability Bonus: 25%	**Duration** +25% Duration	**Duration** +30% Duration	**Augmented Targeting** Increases weak point damage bonus while active. +35% Gun Damage vs. Weak Points	**Augmented Evasion** Improves movement speed and damage protection while sprinting, evading, or jumping whenever Recon Visor is active. +15% Movement Speed Bonus +60 Protection Bonus

TIPS

- Initially, Recon Visor's main purpose is spotting enemies behind cover. Without the Rank 6 Team Vision upgrade, you will be the only one to see enemy outlines. If you can effectively communicate enemy locations to your teammates, leave out Team Vision in favor of Augmented Evasion, which increases your movement speed and protection from damage.

SHIELD BOOST

Prime: No **Detonate:** No **Characters:** Angara Insurgent, Salarian Operator

Reinforces the shields of all nearby allies, providing a large initial boost, followed by several seconds of ongoing shield regeneration.

RANK 1	RANK 2	RANK 3	RANK 4	RANK 5	RANK 6
Shield Boost Effect Radius (m): 6 Initial Shields Restored: 125 Shields Restored per Second: 50 Shield Restore Duration (s): 3 Recharge Time (s): 10	**Recharge Speed** +10% Recharge Speed	**Shields** +20% Initial Shields Restored +20% Shields per Second	**Restoration** +35% Shields per Second	**Shield Burst** Increases strength of initial shield restoration. +30% Initial Shields Restored	**Extended Duration** Increases duration of ongoing shield restoration. +150% Shield Restore Duration
			Radius +40% Effect Radius	**Recharge Speed** +30% Recharge Speed	**Overcharge** Increases maximum shields of all affected targets. Max Shields: 100% Duration (s): 3

TIPS

- Shield Boost is a great way to save the day when enemies begin to overrun your defense. Using Shield Boost immediately restores a portion of the shields for you and your allies, as well as causing them to regenerate.
- At Rank 4, you may want to choose Restoration to increase the recharge speed of the shields. Make sure to stay within a short distance of your allies when activating the boost.
- Communicate with your team before you use Shield Boost to allow them to group up, so all their shields are quickly restored at once!

STEALTH GRID

Prime: No **Detonate:** No Characters: Angara Avenger, Asari Huntress

Cloaks you and all allies within a radius. Grants everyone affected a brief damage bonus when they break cloaking to attack.			**Power Cells** +1 Power Cell Capacity	**Duration** +30% Duration	**Evasive Grid** Increases movement speed while cloaked for all affected targets. Movement Speed While Cloaked: 30%
RANK 1	RANK 2	RANK 3	RANK 4	RANK 5	RANK 6
Stealth Grid Power Cell Capacity: 2 Effect Radius (m): 4 Duration (s): 8 Gun Damage Bonus: 30% Power Damage Bonus: 30% Melee Damage Bonus: 30%	**Power Cells** +1 Power Cell Capacity	**Duration** +30% Duration	**Radius** +50% Effect Radius	**Shield Grid** Boosts shield regeneration for all cloaked targets. Shield Regeneration: 30% Regeneration Delay Reduction: 30%	**Ambush Grid** Increases damage bonus for all cloaked targets. +50% gun damage bonus +40% Power Damage Bonus +50% Melee Damage Bonus

TIPS

- Stealth Grid is the most useful tool on the battlefield when it comes to completing objectives. Use it to defuse and secure objectives safely.
- This power can also be used to quickly change defensive locations as a team.
- Rank 5 Shield Grid regenerates your team's shields faster when cloaked, allowing all of you to emerge from the cloak with full shields.

TACTICAL CLOAK

Prime: No **Detonate:** No Characters: Human Female Infiltrator, Human Male Infiltrator, Salarian Infiltrator, Turian Agent

Employs light-bending technology to render the user invisible at the cost of shield and health regeneration.			**Recharge Speed** +30% Recharge Speed	**Duration** +50% Duration	**Escape Artist** The cloak no longer prevents health and shield regeneration.
RANK 1	RANK 2	RANK 3	RANK 4	RANK 5	RANK 6

Tactical Cloak Duration (s): 6.5 Recharge Time (s): 12 +50% Gun Damage Bonus +50% Power Damage Bonus +50% Melee Damage Bonus	**Recharge Speed** +20% Recharge Speed	**Duration** +30% Duration	**Damage Bonus** +50% Gun Damage Bonus +50% Power Damage Bonus +50% Melee Damage Bonus	**Speed** +15% Movement Speed While Cloaked	Combat **Cloak** Tactical Cloak remains active briefly after attacking. Damage bonuses remain in effect during this time. Cloak Duration After Attack (s): 2

TIPS

- Guns, powers, and melee attacks used from within the cloak gain a damage bonus, but break the cloaking effect.
- You don't regenerate shields or health when cloaked, so escaping a fight while cloaked is risky—you might become uncloaked near an enemy.

SKILLS

BIOELECTRIC DEFENSE

Prime: No **Detonate:** No Characters**:** Angara Avenger, Angara Insurgent

	Angaran Resistance training, including use of natural bioelectric ability for defense.		**Evasion** Increases movement speed and decreases damage taken while evading. +15% Movement Speed +60 Damage Protection While Evading	**Capacity** Reduces weapon weight and increases capacity of spare ammo and power cells. +20% Weapon Spare Ammo +1 to All Power Cell Capacities -20% Weapon Weight	**Bioelectric Ward** When you or a nearby ally receives damage, a bioelectric ward is automatically activated around that individual, increasing damage protection. May only occur once every 15s, per affected individual. Ward Damage Protection: 80 Warded Ally Radius (m): 6 Duration (s): 5
RANK 1	RANK 2	RANK 3	RANK 4	RANK 5	RANK 6
Health and Shields Generates a bioelectric field to improve health and shields. +15% Max Health +15% Max Shields	**Melee** +30% Melee Damage	Health and Shields Generates a bioelectric field to improve health and shields. +15% Max Health +15% Max Shields	**Regeneration** +40% Health Regen Cap +40% Health Regen +25% Health & Shield Regen Delay Reduction	**Support** Improves non-damage and healing effects of power. Improves turret damage and health. +30% Power Restoration & Defense +25% Tech Construct Damage +30% Tech Construct Health	**Close-Quarters Momentum** Grants a ramping melee damage bonus with each melee hit or melee kill, provided it's been less that 10s since the last melee kill. Melee Bonus per Hit: 5% Melee Bonus per Kill: 20% Max Melee Bonus: 65%

TIPS

- This passive skill can drastically increase your survivability with bonuses to max health and shields. Rank 4 Regeneration doesn't increase your total amount of health or shields but does increase the amount of health that can be regenerated, as well as lowering the delay for shield and health regeneration.

OFFENSIVE TECH

Prime:	Detonate:	Characters:
No	No	Angara Insurgent, Human Female Engineer, Human Male Engineer, Krogan Engineer, Salarian Infiltrator, Salarian Operator

Technical training to maximize the omni-tool's offensive capabilities.

Power Enhancement
+10% Power Damage
+20% to All Power Effect Durations

Anti-Shield
+30% Power Damage Bonus to Shields

Weapon Boost
Giving an ally a beneficial status effect also increases that ally's damage.
+20% Weapon Damage Bonuss

RANK 1	RANK 2	RANK 3	RANK 4	RANK 5	RANK 6
Power Augmentation +10% Power Damage	**Weapon Training** +8% Weapon Damage	**Power Augmentation** +10% Power Damage	**Combo Detonation** +30% All Combo Damage +30% All Combo Radiuses	**Anti-Armor** +30% Damage Bonus to Armor	**Mass Reduction** -60% Weapon Weight +15% Weapon Accuracy +15% Weapon Stability

TIPS

- Rank 5 Anti-Shield increases all power damage against shields by 30%. This is especially useful since electric skills are not as common as fire- or cryo-based skills in the tech skill tree. The 30% increase against shields helps offset the debuff that shields apply to fire- and cryo-based damage.

SUPPORT SYSTEMS

Prime:	Detonate:	Characters:
No	No	Human Female Engineer, Human Male Engineer, Salarian Infiltrator, Salarian Operator, Turian Agent

Self-defense and team support for tech power users.

Tech Duration
+30% to All Power Effect Durations

Tactical Evasion
+20% Max Health
+20% Max Shields
+15% Movement Speed

Shield Reset
Once every 10s, using a tech power causes shield to recharge immediately rather than after the standard delay.

RANK 1	RANK 2	RANK 3	RANK 4	RANK 5	RANK 6
Repair Systems +25% Shield Regen +25% Health Regen +25% Health & Shield Regen Delay Reduction	**Defense Systems** +20% Max Health +20% Max Shields	**Melee** +30% Melee Damage	**Melee** +40% Melee Damage	**Tactical Revive** Provides protection while reviving an ally, and for 5s afterward. Fully restores shields upon revival. Bonuses apply to you and the revived ally. Protection During Revive: 120 Damage Protection After Revive: 120	**Tech Sabotage** Hitting enemies with powers causes them to temporarily deal less damage. Damage Debuff: 30% Damage Debuff Duration (s): 8

TIPS

- Make use of Rank 5 Tactical Revive when playing with newer players or at higher levels where teammates may be downed often. Any attempt to revive an ally immediately grants you bonus protection. Upon completing a revive, both you and your teammate gain additional damage protection for five seconds.

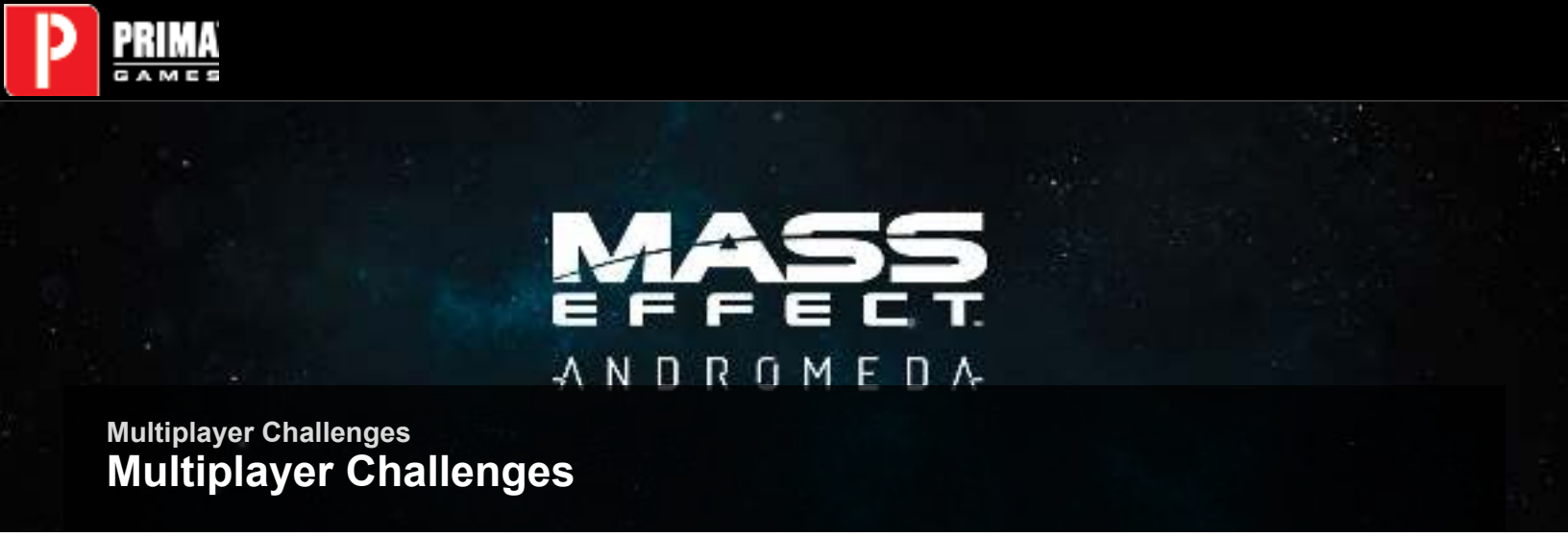
TECH ARMOR

Prime: No	**Detonate:** No	Characters: Asari Sentinel, Human Female Sentinel, Human Male Sentinel

Project a suit of omni-tech armor around your body to absorb a portion of all damage received.			**Protection** +20 Damage Protection	**Protection** +20 Damage Protection	**Shield Feedback** Increases shield regeneration for 6s after taking damage. +50% Shield Regeneration After Being Hit +50% Regen Delay Reduction After Being Hit
RANK 1	RANK 2	RANK 3	RANK 4	RANK 5	RANK 6
Protection +10 Damage Protection	**Melee** +30% Melee Damage	**Protection** +15 Damage Protection	**Strength** +35% Melee Weapon Damage -50% Weapon Weight	**Stabilization** +15% Weapon Accuracy +15% Weapon Stability +50% Weapon Accuracy While Moving	**Reactive** Armor Increases melee damage and support power effectiveness for 3s after taking damage. +60% Melee Damage After Being Hit +30% Power Restoration & Defense After Being Hit

TIPS

- Beginning at Rank 4, focus on either the top choices to increase your overall damage protection, or focus on our bottom options to increase your weapon and melee damage.



Multiplayer Challenges

Challenges reward you with Challenge Points that help increase your APEX rating. They may also award crates full of characters, weapons, boosters, and more. You can view progress on your challenges in the prestige menu, which is accessible from the main Multiplayer menu.

Multiplayer Challenges

General

ACCOMPLISHMENTS

MAJOR CHALLENGES

NAME	DESCRIPTION	ACTIONS NEEDED
Accomplishments	Complete the Accomplishments Minor Challenges.	8

MINOR CHALLENGES

NAME	DESCRIPTION	ACTIONS NEEDED
Kitted Out	Equip a Rank 10 weapon in Multiplayer.	1
Almost There	Reach Level 15 with a character kit.	1
Kandros' Finest	Successfully complete strike team missions or APEX mission extractions.	3
Infinity and Beyond	Reach Level 6 in a bonus stat.	1
Veteran	Successfully complete strike team missions or APEX mission extractions.	25
APEX Assemble	Complete the Multiplayer tutorial mission.	1
Peak Condition	Reach Level 20 with a character kit.	1

TUTORIAL CHALLENGE

MAJOR CHALLENGES

NAME	DESCRIPTION	ACTIONS NEEDED
Tutorial Challenge	Complete the Tutorial Minor Challenges to earn a FREE Premium Pack.	14

MINOR CHALLENGES

NAME	DESCRIPTION	ACTIONS NEEDED
Complete Tutorial Mission	Complete the Multiplayer tutorial mission.	1
Claim a Pack Reward	Claim the Tutorial Reward Pack from the Rewards screen.	1
First Blood	Earn points.	100
Equip a Weapon	Equip a new weapon.	1
Equip a New Mod	Equip a new mod.	1
Buy a Pack with Credits	Buy a pack with credits.	1
Buy an Item from the Store	Buy an item from the Item Store with mission funds.	1
Use a Booster	Use a match booster from the lobby.	1
Use a Consumable	Use a consumable during a match.	1
Complete a Quick Match	Successfully extract from a quick match.	1
Host a Custom Match	Host a custom match.	1
Complete an APEX Mission	Successfully extract from an APEX mission.	1
Level Up Two Different Kits	Gain a level in two different kits.	2
Spend Skill Points on a Kit	Spend skill points for a kit.	2

APEX MASTERY: BRONZE

MAJOR CHALLENGES

NAME	DESCRIPTION	ACTIONS NEEDED
APEX Mastery: Bronze	Complete APEX Mastery Minor Challenges.	1

MINOR CHALLENGES

NAME	DESCRIPTION	ACTIONS NEEDED
Waves Completed	Finish waves.	2500
Medals Earned	Earn medals.	5000
Points Earned	Earn points.	25,000,000

MAP MASTERY: BRONZE

MAJOR CHALLENGES

NAME	DESCRIPTION	ACTIONS NEEDED
Map Mastery: Bronze	Complete Map Master Minor Challenges.	6

MINOR CHALLENGES

NAME	DESCRIPTION	ACTIONS NEEDED
Firebase Paradox: Bronze Waves	Complete waves on Firebase Paradox: Bronze.	100
Firebase Paradox: Silver Waves	Complete waves on Firebase Paradox: Silver.	100
Firebase Paradox: Gold Waves	Complete waves on Firebase Paradox: Gold.	100
Firebase Zero: Bronze Waves	Complete waves on Firebase Zero: Bronze.	100
Firebase Zero: Silver Waves	Complete waves on Firebase Zero: Silver.	100
Firebase Zero: Gold Waves	Complete waves on Firebase Zero: Gold.	100
Firebase Icebreaker: Bronze Waves	Complete waves on Firebase Icebreaker: Bronze.	100
Firebase Icebreaker: Silver Waves	Complete waves on Firebase Icebreaker: Silver.	100
Firebase Icebreaker: Gold Waves	Complete waves on Firebase Icebreaker: Gold.	100
Firebase Derelict: Bronze Waves	Complete waves on Firebase Derelict: Bronze.	100
Firebase Derelict: Silver Waves	Complete waves on Firebase Derelict: Silver.	100
Firebase Derelict: Gold Waves	Complete waves on Firebase Derelict: Gold.	100
Firebase Magma: Bronze	Complete waves on Firebase Magma: Bronze.	100
Firebase Magma: Silver	Complete waves on Firebase Magma: Silver.	100
Firebase Magma: Gold	Complete waves on Firebase Magma: Gold.	100
Firebase Sandstorm: Bronze	Complete waves on Firebase Sandstorm: Bronze.	100
Firebase Sandstorm: Silver	Complete waves on Firebase Sandstorm: Silver.	100
Firebase Sandstorm: Gold	Complete waves on Firebase Sandstorm: Gold.	100

APEX RATING: BRONZE

MAJOR CHALLENGES

NAME	DESCRIPTION	ACTIONS NEEDED
APEX Rating: Bronze	Earn APEX rating.	1500

Multiplayer Challenges
Weapons

ASSAULT RIFLE MASTERY: BRONZE

MAJOR CHALLENGES

NAME	DESCRIPTION	ACTIONS NEEDED
Assault Rifle Mastery: Bronze	Complete Assault Rifle Minor Challenges.	4

MINOR CHALLENGES

NAME	DESCRIPTION	ACTIONS NEEDED
Falcon Use	Earn points using the Falcon.	140000
Sweeper Use	Earn points using the Sweeper.	140000
P.A.W. Use	Earn points using the P.A.W.	140000
Avenger Use	Earn points using the Avenger.	140000
Mattock Use	Earn points using the Mattock.	140000
Valkyrie Use	Earn points using the Valkyrie.	140000
Revenant Use	Earn points using the Revenant.	140000
Zaikin Use	Earn points using the Zaikin.	140000
Soned Use	Earn points using the Soned.	140000
Thokin Use	Earn points using the Thokin.	140000
Sandstorm Use	Earn points using the Sandstorm.	140000
Cyclone Use	Earn points using the Cyclone.	140000
Earn Assault Rifle Medals	Earn assault rifle medals.	100

PISTOL MASTERY: BRONZE

MAJOR CHALLENGES

NAME	DESCRIPTION	ACTIONS NEEDED
Pistol Mastery: Bronze	Complete Pistol Minor Challenges.	4

MINOR CHALLENGES

NAME	DESCRIPTION	ACTIONS NEEDED
Phalanx Use	Earn points using the Phalanx.	140000
Equalizer Use	Earn points using the Equalizer.	140000
Hurricane Use	Earn points using the Hurricane.	140000
Scorpion Use	Earn points using the Scorpion.	140000
Ushior Use	Earn points using the Ushior.	140000
Predator Use	Earn points using the Predator.	140000
Hornet Use	Earn points using the Hornet.	140000
Carnifex Use	Earn points using the Carnifex.	140000
Talon Use	Earn points using the Talon.	140000
Rozerad Use	Earn points using the Rozerad.	140000
Sidewinder Use	Earn points using the Sidewinder.	140000
Eagle Use	Earn points using the Eagle.	140000
Charger Use	Earn points using the Charger.	140000
Earn Pistol Medals	Earn pistol medals.	100

SHOTGUN MASTERY: BRONZE

MAJOR CHALLENGES

NAME	DESCRIPTION	ACTIONS NEEDED
Shotgun Mastery: Bronze	Complete Shotgun Minor Challenges.	4

MINOR CHALLENGES

NAME	DESCRIPTION	ACTIONS NEEDED
Dhan Use	Earn points using the Dhan.	140000
Ruzad Use	Earn points using the Ruzad.	140000
Scattershot Use	Earn points using the Scattershot.	140000
Reegar Carbine Use	Earn points using the Reegar.	140000
Piranha Use	Earn points using the Piranha.	140000
Katana Use	Earn points using the Katana.	140000
Crusader Use	Earn points using the Crusader.	140000
Hesh Use	Earn points using the Hesh.	140000
Venom Use	Earn points using the Venom.	140000
Disciple Use	Earn points using the Disciple.	140000
Earn Shotgun Medals	Earn shotgun medals.	100

SNIPER RIFLE MASTERY: BRONZE

MAJOR CHALLENGES

NAME	DESCRIPTION	ACTIONS NEEDED
Sniper Rifle Mastery: Bronze	Complete Sniper Rifle Minor Challenges.	4

MINOR CHALLENGES

NAME	DESCRIPTION	ACTIONS NEEDED
Viper Use	Earn points using the Viper.	140000
Raptor Use	Earn points using the Raptor.	140000
Indra Use	Earn points using the Indra.	140000
Isharay Use	Earn points using the Isharay.	140000
Vanquisher Use	Earn points using the Vanquisher.	140000
Widow Use	Earn points using the Widow.	140000
Naladen Use	Earn points using the Naladen.	140000
Incisor Use	Earn points using the Incisor.	140000
Lanat Use	Earn points using the Lanat.	140000
Inferno Use	Earn points using the Inferno.	140000
Valiant Use	Earn points using the Valiant.	140000
Shadow Use	Earn points using the Shadow.	140000
Black Widow Use	Earn points using the Black Widow.	140000
Earn Sniper Rifle Medals	Earn sniper rifle medals.	100

BIOTIC MASTERY: BRONZE

MAJOR CHALLENGES

NAME	DESCRIPTION	ACTIONS NEEDED
Biotic **Mastery: Bronze**	Complete Biotic Minor Challenges.	4

MINOR CHALLENGES

NAME	DESCRIPTION	ACTIONS NEEDED
Backlash Use	Earn points using Backlash.	50000
Charge Use	Earn points using Charge.	50000
Throw Use	Earn points using Throw.	50000
Shockwave Use	Earn points using Shockwave.	50000
Annihilation Use	Earn points using Annihilation.	50000
Lance Use	Earn points using Lance.	50000
Singularity Use	Earn points using Singularity.	50000
Nova Use	Earn points using Nova.	50000
Pull Use	Earn points using Pull.	50000
Biotic **Detonations (50)**	Perform 50 biotic detonations.	50
Biotic **Detonations (250)**	Perform 250 biotic detonations.	250
Biotic **Detonations (500)**	Perform 500 biotic detonations.	500

COMBAT MASTERY: BRONZE

MAJOR CHALLENGES

NAME	DESCRIPTION	ACTIONS NEEDED
Combat **Mastery: Bronze**	Complete Combat Mastery Minor Challenges.	4

MINOR CHALLENGES

NAME	DESCRIPTION	ACTIONS NEEDED
Fortify Use	Earn points using Fortify.	50000
Flamethrower Use	Earn points using Flamethrower.	50000
Barricade Use	Earn points using Barricade.	50000
Frag Grenade Use	Earn points using Frag Grenade.	50000
Concussive Shot Use	Earn points using Concussive Shot.	50000
Avenger Strike Use	Earn points using Avenger Strike.	50000
Sticky Grenade Use	Earn points using Sticky Grenade.	50000
Flak Cannon Use	Earn points using Flak Cannon.	50000
Turbocharge Use	Earn points using Turbocharge.	50000
Combat **Detonations (50)**	Perform 50 combat detonations.	50
Combat **Detonations (100)**	Perform 100 combat detonations.	250
Combat **Detonations (500)**	Perform 500 combat detonations.	500

TECH MASTERY: BRONZE

MAJOR CHALLENGES

NAME	DESCRIPTION	ACTIONS NEEDED
Tech **Mastery: Bronze**	Complete Tech Mastery Minor Challenges.	4

MINOR CHALLENGES

NAME	DESCRIPTION	ACTIONS NEEDED
Tactical Cloak Use	Earn points using Tactical Cloak.	50000
Stealth Field Use	Earn points using Stealth Field.	50000
Shield Boost Use	Earn points using Shield Boost.	50000
Overload Use	Earn points using Overload.	50000
Remnant **VI Use**	Earn points using Remnant VI.	50000
Assault Turret Use	Earn points using Assault Turret.	50000
Invasion Use	Earn points using Invasion.	50000
Energy Drain Use	Earn points using Energy Drain.	50000
Incinerate Use	Earn points using Incinerate.	50000
Cryo Beam Use	Earn points using Cryo Beam.	50000
Tech **Detonations (50)**	Perform 50 tech detonations.	50
Tech **Detonations (250)**	Perform 250 tech detonations.	250
Tech **Detonations (500)**	Perform 500 tech detonations.	500

Multiplayer Challenges

Enemies

KETT MASTERY: BRONZE

MAJOR CHALLENGES

NAME	DESCRIPTION	ACTIONS NEEDED
Kett **Mastery: Bronze**	Earn points against the kett faction.	150000

OUTLAW MASTERY: BRONZE

MAJOR CHALLENGES

NAME	DESCRIPTION	ACTIONS NEEDED
Outlaw Mastery: Bronze	Earn points against the Outlaw faction.	150000

REMNANT MASTERY: BRONZE

MAJOR CHALLENGES

NAME	DESCRIPTION	ACTIONS NEEDED
Remnant **Mastery: Bronze**	Earn points against the Remnant faction.	150000

Multiplayer

Strike Team & APEX Missions

OVERVIEW

To access the Strike Team Missions, you must speak to Kandros on the Nexus. Speak to him in the Operations area to learn how to send out Strike Teams on a mission. After doing so, you can manage your Strike Teams from the Tempest.

While in the Research and Development room, locate the various devices around the table. In particular, look for the one called "Strike Team Missions." At the outset, you only have one Strike Team, but it's possible to purchase more. To do so, you'll need Mission Funds, which are acquired by completing Strike Team missions.

The Missions List shows all the missions that are currently available. This list includes normal Strike Team Missions in addition to APEX Missions. To take part in an APEX Mission, you can send a Strike Team to complete it or complete it yourself.

It's important to note that the Strike Team missions and APEX missions are timed and each mission has a required completion time. Additionally, each mission has its own expiration timer; once it ends, the mission will no longer be available.

APEX MISSIONS: PROLOGUE

APEX PROLOGUE MISSION 01: DRACK'S MISSING SCOUTS

Completion Date: 3/27/2017

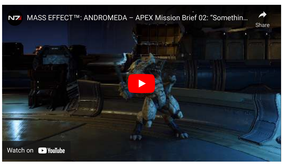
New Map: Firebase Paradox (Limited Time Only)

New Kit: Krogan Gladiator

New Weapon: Ruzad Shotgun

A number of krogan scout patrols have gone missing on a kett-held planet. Their last known position was near Firebase Paradox, a kett base built around Remnant artifacts they've been analyzing and exporting off-planet. We need to fan out and investigate.

APEX PROLOGUE MISSION 02: SOMETHING'S GONE BERSERK



Completion Date: 4/03/2017

Limited Time: Thermal Clip Storage, Juggernaut Shield

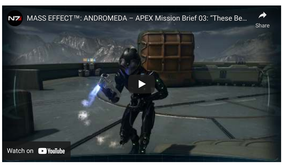
New Enemy: Exalted Krogan Behemoth

Map: Firebase Derelict

Once a Krogan scout who was captured by the kett, he was forced into the horrific "Exaltation" process… and now emerges as a frightening new creature ready to unleash its wrath!

APEX MISSIONS: THE REMNANT INVESTIGATION

APEX MISSION BRIEF 03: THESE BEAUTIFUL, KILLER BOTS



Completion Date: 4/10/2017

New Kit: Salarian Architect

New Weapon: Inferno Sniper Rifle

Limited Time: Adaptive War Amp, Juggernaut Shield

Map: Firebase Paradox

The kett's fascination with the Remnant means that the bases are near important Remnant sites. We need to find out why.

APEX MISSION BRIEF 04: THOSE ALIEN ARTIFACTS AREN'T FOR YOU

Completion Date: 4/17/2017

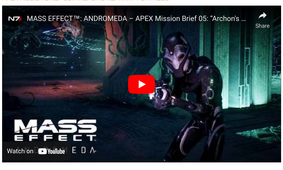
New Item: Combatives Upgrade

Limited Time: Adaptive War Amp

New Map: Firebase Sandstorm

Scavengers were stealing Remnant artifacts to sell on the black market. The more they took the more the kett came knocking. Not sure why the kett are so interested. We needed to get those back.

APEX MISSION BRIEF 05: ARCHON'S REMNANT FORTRESS



Completion Date: 4/24/2017

Limited Time: Combatives Upgrade, Engineering Kit

New Map: Remnant Ruins–A dark and dangerous cave network where the Archon keeps a collection of Remnant.

Retrieved artifacts gave us the location of a cave network where the Archon keeps a collection of Remnant. In order to gain vital intel, we went there to find out what the Archon was doing with that Remnant tech.

APEX MISSIONS: REMNANT DESCENT

APEX MISSION BRIEF 06: CHASING THE ARCHON'S OBSESSION

Completion Date: 5/15/2017

New Character: Turian Agent

New Weapon: X5 Ghost Assault Rifle

New Equipment: Enhanced Munitions

New Equipment: Guerilla Upgrade

Map: Firebase Paradox

Match Modifier: Weakened Assault Team: Your team's success is heavily dependent on your ability to work together as you fight through the challenge of reduced shields and health – using your combined power and shield boosters will come in handy as well.

Your objective is the kett facility where they're trying to activate a Remnant device with a unique energy source. You'll be dropped in while the weather conditions have their sensors confused to eliminate the kett presence there quickly and quietly.

APEX MISSION BRIEF 07: UNRAVELING THE REMNANT

Completion Date: 5/22/2017

New Item: Shock Trooper Upgrade

Map: Remnant Ruins

Match Modifier: Empty Resupply: Think carefully about how to work together and strategize your approach as a team to overcome the challenge of having all the ammo boxes empty and maximize the opportunity of a +800% increase to your Ammo and +8 Power Resources.

You must explore the Archon's dungeon lair to discover the dark secrets he is hiding and uncover why this area is so important to him.

APEX MISSION BRIEF 08: DEEPER INTO THE RUINS

Completion Date: 5/29/2017

New Item: Shield Enhancer

Item: Shock Trooper Upgrade

Map: Remnant Location

Match Modifier: Weakened Assault Team: Your team's success is heavily dependent on your ability to work together as you fight through the challenge of reduced shields and health – using your combined power and shield boosters will come in handy as well.

We needed to follow every lead to uncover the special Remnant tech the Archon believes he has.

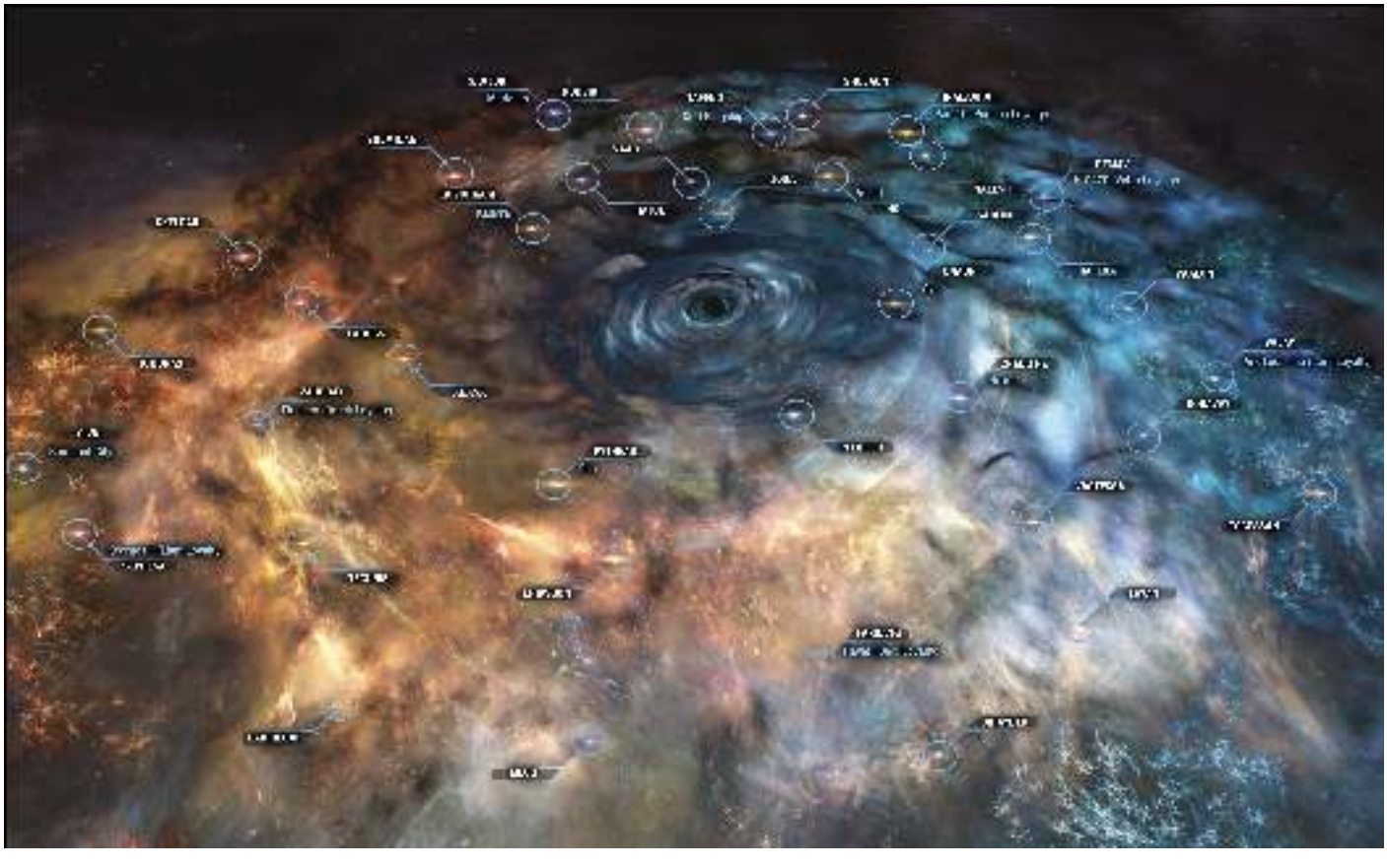
MASS EFFECT ANDROMEDA

Exploring the Heleus Cluster

The Heleus Cluster

The Heleus Cluster is a group of star systems and a subset of the Andromeda galaxy. It's where of the game's events take place. There are 35 star systems in the cluster to explore. Initially, most systems are undiscovered and are unlocked gradually at various points throughout the main storyline.

HELEUS CLUSTER STAR SYSTEMS



Exploring the Heleus Cluster

Heleus Cluster Navigation Tables

The following thirty-eight tables detail each solar system, sorted by when they're unlocked in the main story (starting with Mission 2). Note that there may be **major spoilers** here.

MISSION 2: A BETTER BEGINNING

ERIKSSON

OBJECT/LOCATION	DETAILS	REWARDS
Habitat 7	Mission: "Prologue: Hyperion"	—
Satellite	—	50 MWS Research Data
Vinland	—	—
Crater	—	190 XP
Helluland	—	—
Aluminum	—	56 Aluminum
Markland	—	—
Starship Wreckage	Mission: "Task: Safe Journeys"	Kett Salvage
Starship Wreckage	Mission: "Task: Missing Scientists"	MWS Salvage
Drifting Initiative Shuttle	Anomaly	MWS Salvage
Eezo-Destroyed Kett Wreckage	Mission: "Doesn't Add Up"	MWS Salvage
Scourge Formation	Mission: "Mission 6:Meridian–The Way Home"	190 XP, Scourge Data Capsule

PFEIFFER

OBJECT/LOCATION	DETAILS	REWARDS
H-461	—	—
H-479	—	—
Reyer	—	—
Escape Pod	—	50 MWS Research Data
Korvath	—	—
Black Hole	—	—
Asteroid	—	103 Aluminum

PYTHERAS

OBJECT/LOCATION	DETAILS	REWARDS
Nanuk	—	—
H-060	—	—
H-276	—	—
Satellite	—	50 MWS Research Data
Eos	UNC	—
Architect Husk	Defeated Eos Architect	50 Remnant Research Data
Pele	—	—
Khonsu	—	—
Beryllium	—	141 Beryllium
ZK Resource Tracker	Prodromos Settled, "The Little Things That Matter"	50 MWS Research Data
Kett Orbital Cache	"Waking to the Future" reward	Kett Salvage
Kett Orbital Cache	"Waking to the Future" reward	190 XP, Kett Salvage
Element Zero Fuel Cell	—	48 Element Zero
Asteroid	—	107 Iron

ZHENG HE

OBJECT/LOCATION	DETAILS	REWARDS

Gong Zen	—	—
Fei Xin	—	—
Volcano	—	190 XP
H-599	—	—
Starship Wreckage	—	MWS Salvage
Nexus	—	—
Ma Huan	—	—
Element Zero	—	45 Element Zero

FAROANG

OBJECT/LOCATION	DETAILS	REWARDS
Farrum	—	—
Biomatter Specimen	—	190 XP
Havarl	UNC	—
Posbaar	—	—
Yilfaen	—	—
Graphite	—	67 Graphite
Comet Dawnstar	—	20 Platinum

MISSION 3: A TRAIL OF HOPE

JIRAYDER

OBJECT/LOCATION	DETAILS	REWARDS
H-019	—	—
Semrahet	—	—
H-097	—	—
Candavorni	—	—
Storm	—	190 XP
Starship Wreckage	Mission: "Life on the Frontier"	MWS Salvage
Starship Wreckage	—	MWS Salvage

JOBA

OBJECT/LOCATION	DETAILS	REWARDS
Teroshe	—	—
Ronhadin	—	—
Ihaafor	—	—
Letapho	—	—
Comm Buoy	Mission: "Task: Safe Journeys"	50 Heleus Research Data
Starship Wreckage	Mission: "Life on the Frontier"	MWS Salvage

NALESH

OBJECT/LOCATION	DETAILS	REWARDS
Gesaimo	—	—
Suiorna	—	—
Tijorana	—	—
Rahere	—	—
Starship Wreckage	Mission: "Life on the Frontier"	MWS Salvage
ZK Tracker Signal Shuttle	Mission: "The Little Things That Matter"	MWS Salvage
Starship Wreckage	—	Kett Salvage

NOL

OBJECT/LOCATION	DETAILS	REWARDS
Pas-55	—	—
Starship Wreckage	—	MWS Salvage
Ditivios	—	—
Storm	—	190 XP
Voeld	UNC	—
Architect Husk	Defeated Voeld Architect	50 Remnant Research Data
ZK Resource Tracker	—	50 MWS Research Data
Asteroid	—	73 Copper

ONAON

OBJECT/LOCATION	DETAILS	REWARDS
Fetvun	—	—
Sansesyol	—	—
Satellite	—	50 Heleus Research Data
Mae Raav	—	—
Aya	Hub	—
Obayro	—	—
Graphite	—	62 Graphite
Angara Satellite Navpoint	Mission: "Task: Safe Journeys"	50 Heleus Research Data
Asteroid	—	118 Beryllium

SABENG

OBJECT/LOCATION	DETAILS	REWARDS
Pas-15	—	—
Ice Sheet	—	190 XP
Gestiir	—	—
Pas-33	—	—
Satellite	—	50 MWS Research Data
Pas-13	—	—
Angara Satellite Navpoint	Mission: "Task: Safe Journeys"	50 Heleus Research Data
Element Zero	—	20 Element Zero

MISSION 4: HUNTING THE ARCHON

ANASA

OBJECT/LOCATION	DETAILS	REWARDS
Sedele	—	—
River	—	190 XP
H-444	—	—
Acermos	—	—
Mornax Vinkaar	—	—
H-205	—	—
Radiation Trail	Mission: "Contagion"	50 MWS Research Data
Starship Wreckage	—	MWS Salvage

GOVORKAM

OBJECT/LOCATION	DETAILS	REWARDS
Bakker	—	—
Kadara	UNC	—
Architect Husk	Defeated Kadara Architect	—
Thy'vernos	—	—
Beryllium	—	140 Breyllium
Trobror	—	—
Mine	—	—
Mountain	—	190 XP
Remains: Captain Nozomi Dunn	If Captain Dunn dies in final mission	190 XP, 50 MWS Research Data
ZK Resource Tracker	Kadara Outpost Settled	50 MWS Research Data
Starship Wreckage	—	MWS Salvage

REMAV (H-047C)

OBJECT/LOCATION	DETAILS	REWARDS
H-047c	UNC	—
Ameayii	—	—
Crater	—	190 XP
Nuundri	—	—
Volcano	—	190 XP
Phaidra	—	—
Ark Natanus	Mission: "Turian Ark: Lost But Not Forgotten"	—

HEFENA

OBJECT/LOCATION	DETAILS	REWARDS
Kamiiro No	—	—
Asteroid	—	190 XP
Pas-39	—	—
Dovar	—	—
Comet Talula	—	26 Vanadium
Scourge Formation	Mission: "Mission 6:Meridian–The Way Home"	190 XP, Scourge Data Capsule

SKELDAH

OBJECT/LOCATION	DETAILS	REWARDS
H-329	—	—
Norgraqua	—	—
Kotkoborra	—	—
Beryllium	—	108 Beryllium
Bleeding Ruby	—	—
H-061	—	—
Scourge Formation	Mission: “Mission 6:Meridian–The Way Home”	190 XP, 1 Scourge Capsule

SOLMINAE

OBJECT/LOCATION	DETAILS	REWARDS
H-148	—	—
Red Qorayk	—	—
Suuricco	—	—
Debris	—	50 Heleus Research Data
H-323	—	—
Avelosa	—	—
Satellite	—	50 MWS Research Data
Starship Wreckage	Mission: “Life on the Frontier”	MWS Salvage
Radiation Trail	Mission: “Contagion”	50 MWS Research Data

TAFENO

OBJECT/LOCATION	DETAILS	REWARDS
Solad	—	—
Ice Cap	—	190 XP
Pas-65	—	—
Satellite	—	50 MWS Research Data
Tentrobiil	—	—
Iron	—	127 Iron
Duiononasa	—	—
Archon’s Flagship	—	—
Escape Pod	After Mission: “Hunting the Archon”	50 MWS Research Data
Ark Paarchero	Mission: “Hunting the Archon”	—

TECUNIS

OBJECT/LOCATION	DETAILS	REWARDS
Slohva	—	—
Vinvaiko	—	—
Satellite	—	50 MWS Research Data
H-523	—	—
Mosiiba	—	112 Beryllium
Mosiino	—	—
Mosiives	—	—
Comet: Tamoko's Arrow	—	34 Platinum

VAALON

OBJECT/LOCATION	DETAILS	REWARDS
Ra Moorondi	—	—
Asteroid	—	68 Iron
Ra Madesya	—	—
Pas-70	—	—
Ejoda	—	—
Pas-78	—	—
Scourge Formation	Mission: "Mission 6:Meridian–The Way Home"	190 XP, Scourge Data Capsule

ZAUBRAY

OBJECT/LOCATION	DETAILS	REWARDS
H-315	—	—
Elaaden	UNC	—
Architect Husk	Defeated Elaaden Architect	50 Remnant Research Data
Grogorna	—	—
Copper	—	108 Copper
Dubraaci	—	—
Crevasse	—	190 XP
ZK Resource Tracker	Elaaden Outpost Settled	50 MWS Research Data
Asteroid	—	119 Graphite

CIVKI

OBJECT/LOCATION	DETAILS	REWARDS
H-309	—	—
H-065	—	—
Satellite	—	50 MWS Research Data
Khi Tasira	—	—
Rakaelmo	—	—
Iron	—	91 Iron
H-110a	—	—
Ice Sheet	—	190 XP
Scourge Formation	Mission: “Mission 6:Meridian–The Way Home”	190 XP, 1 Scourge Capsule

DAR’HEGAH

OBJECT/LOCATION	DETAILS	REWARDS
Denesh	—	—
Ne’grale	—	—
H-505	—	—
Crater	—	190 XP
Jegraph	—	—
Vessel	—	Kett Salvage

FAROSS

OBJECT/LOCATION	DETAILS	REWARDS
H-028	—	—
Asiaq	—	—
Satellite	—	50 Heleus Research Data
Efaja	—	—
Grill	—	—
Volcano	—	190 XP
Asteroid	—	190 XP

KINDRAX

OBJECT/LOCATION	DETAILS	REWARDS
Tunharaset	—	—
H-073	—	—
H-202	—	—
Debris	—	MSW Salvage
Mendradym	—	—
Starship Wreckage	—	Remnant Salvage
Scourge Formation	Mission: “Mission 6:Meridian–The Way Home”	190 XP, Scourge Data Capsule

SHOJAON

OBJECT/LOCATION	DETAILS	REWARDS
Pas-48	—	—
Copper	—	112 Copper
Mocalaam	—	—
Pas-24	—	—
Crevasse	—	190 XP
Pas-21	—	—
Fen Odam	—	—

TOGESSAN

OBJECT/LOCATION	DETAILS	REWARDS
Pas-31	—	—
Garef	—	—
Waoge	—	—
Biloun	—	—
Asteroid	—	190 XP
Starship Wreckage	—	Kett Salvage
Asteroid	—	119 Aluminum

MISSION 6: MERIDIAN: THE WAY HOME

BOSAVAY

OBJECT/LOCATION	DETAILS	REWARDS
Tyfrondra	—	—
Pas-60	—	—
Pas-51	—	—
Mountain	—	190 XP
Ishang	—	—
Element Zero	—	27 Element Zero

LAYAN

OBJECT/LOCATION	DETAILS	REWARDS
Everodaan	—	—
Pas-40a	—	—
Crater	—	190 XP
Pas-32	—	—
Satellite	—	50 MWS Research Data
Pas-29	—	—
Starship Wreckage	—	MWS Salvage

MEOS

OBJECT/LOCATION	DETAILS	REWARDS
Siktin	—	—
Satellite	—	50 MWS Research Data
Huiton	—	—
Storm	—	190 XP
Vael	—	—
H-088	—	—
Ossqyu	—	—
Comet Revolver	—	49 Titanium

RATUL

OBJECT/LOCATION	DETAILS	REWARDS
H-494	—	—
Hybaro	—	—
Iron	—	130 Iron
Insaaron	—	—
Kizrata	—	—
Govok's Folly	—	—
Vessel	—	Heleus Salvage
Radiation Trail	—	50 MWS Research Data

ROHVIR

OBJECT/LOCATION	DETAILS	REWARDS
Werius	—	—
H-169	—	—
H-080	—	—
H-162	—	—
Momairus	—	—
Aluminum	—	104 Aluminum
Scourge Formation	Mission: "Mission 6:Meridian–The Way Home"	190 XP, 1 Scourge Capsule
Vessel	—	Remnent Salvage

SAAJOR

OBJECT/LOCATION	DETAILS	REWARDS
Meridian	Hub	—
Pas-76	—	—
Aluminum	—	70 Aluminum
Pas-77	—	—
Mountain	—	190 XP
Pas-09	—	—
Crevasse	—	190 XP
Roha	—	—
Comet Jarovbees	—	—

VAAR

OBJECT/LOCATION	DETAILS	REWARDS
H-171	—	—
H-174	—	—
Vessel	—	MWS Salvage
Margoth	—	—
Mae Shesa	—	—
Graphite	—	108 Graphite
H-173	—	—
Radiation Trail	Mission: "Contagion"	50 MWS Research Data
Shuttle	—	MWS Salvage

VAOTESSA

OBJECT/LOCATION	DETAILS	REWARDS
Netiquur	—	—
Biomatter Growth	—	190 XP
Fen Sayat	—	—
Stodraan	—	—
Satellite	—	50 Heleus Research Data
Prachonyi	—	—
Vessel	—	Kett Salvage

UNLOCKED VIA LOYALTY MISSIONS

SEPHESA

OBJECT/LOCATION	DETAILS	REWARDS
Tenesta	—	—
Chophise	—	—
Biomatter Specimen	—	190 XP
Nadinoor	—	—
H-119	—	—
Copper	—	123 Copper
Liam's Scavenger Debris Field	Liam Loyalty Mission	—

VALAY

OBJECT/LOCATION	DETAILS	REWARDS
Masiid	—	—
Aluminum	—	63 Aluminum
Phostaan	—	—
River	—	190 XP
Hipaal	—	—
Pas-16	—	—
Ark Leusinia	Cora Loyalty Mission	—

INALAARA

OBJECT/LOCATION	DETAILS	REWARDS
Pas-61	—	—
Tobonoor	—	—
Satellite	—	50 Heleus Research Data
Pas-88	—	—
River	—	190 XP
Pas-10	Peebee Loyalty Mission	—
Novolori	—	—
Jim Dandy	—	25 Vanadium

MASS EFFECT ANDROMEDA

UNC Maps

Eos

Eos was the earliest “golden world”, identified as Habitat 1. However, it’s plagued by radioactive storms, making it almost impossible for life to thrive. The Initiative has attempted to colonize Eos twice, both ending in failure.

MASS EFFECT ANDROMEDA

UNC Maps

Voeld

Voeld, also known as Habitat 6, was once a temperate garden world until its orbit was affected by the Scourge. This put the planet into an ice age where only the hardiest of wildlife can withstand the extreme cold. The angara once enjoyed a flourishing civilization here.

MASS EFFECT ANDROMEDA

UNC Maps

Kadara

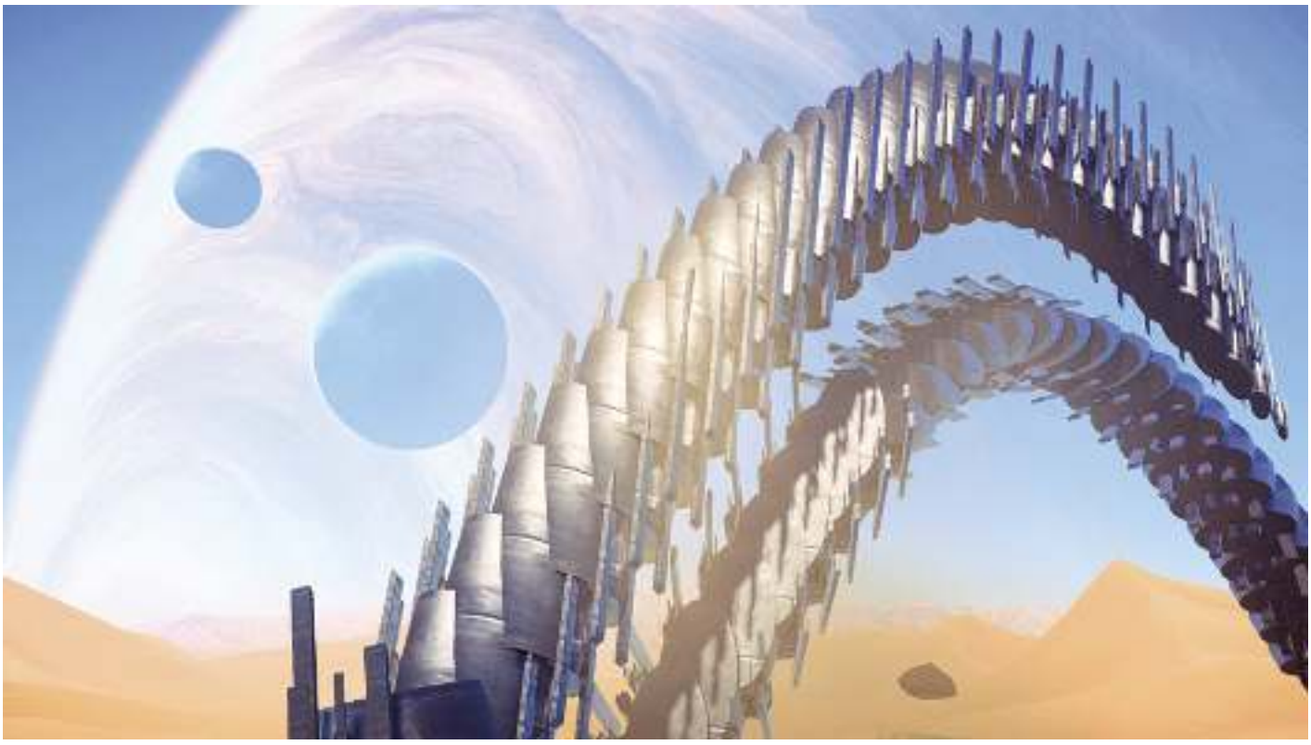
Kadara was designated Habitat 4. Although it's rich in water, much of it is highly toxic. Kadara is now home to pirates, outlaws, and exiles.

MASS EFFECT ANDROMEDA

UNC Maps

Elaaden

Elaaden, also known as Habitat 2, is a vast, desert hellscape, and home to a faction of krogan exiles. Settlement for most species is impossible due to extreme heat and non-existent water vapor.



Introduction

Welcome to Mass Effect

This guide aims to comprehensively cover every single aspect of the game, with emphasis on the game's key features—most notably, its incredible combat, character-progression system, and wealth of optional missions.

The first chapter is an introduction to the *Mass Effect* universe. For returning players, it's a refresher course on the lore, events, and origins of species from the original *Mass Effect* trilogy. For greener players, it serves as a solid foundation and understanding of the game's setting.

Chapter 2: Basics **and** Game Mechanics can be viewed as a highly detailed instruction manual. It can be used as an encyclopedia for the game's myriad components that make up the entire game. Note that there may be light spoilers in Game Mechanics Glossary and Combat **Concepts Expanded**.

The Priority Ops walkthrough is an outline of the main game, with key choices and results highlighted and marked for readers and players who want to see every outcome for the major choices in the game.

The meat of the guide is found in the Secondary Ops chapter, with every "side mission" thoroughly explained and major decisions and outcomes covered.

WHAT IS "MASS EFFECT"?

Using the mysterious substance element zero, "mass effect" technology manipulates the mass of objects, enabling everything from advanced weaponry to interstellar space travel. Humans first uncovered this technology on Mars, left behind by an ancient species called the Protheans, and its discovery changed the course of human history. The Prothean mass relays, capable of transporting starships hundreds of light years, eventually connected humanity to a galactic community of alien species, uncharted worlds, and challenging new frontiers.

WHAT IS ANDROMEDA?

The Andromeda Galaxy, 2.5 million light years from the Milky Way, is the setting for *Mass Effect: Andromeda*. Those who joined the Andromeda Initiative's expedition to settle in a new galaxy are largely unaware of the events surrounding Commander Shepard back in the Milky Way.

MASS EFFECT ANDROMEDA

Introduction

Milky Way Species

In the *Mass Effect* universe, the Milky Way is home to numerous sapient and technologically advanced lifeforms. However, only a few of these species are represented in the Andromeda Initiative's ambitious voyage.

While *Mass Effect: Andromeda* takes place in an entirely new and unexplored galaxy, the story focuses on the journey of the following sentient Milky Way species. (Although other Milky Way species such as the quarians and hanar may be involved with the Initiative, they have yet to arrive at the Heleus Cluster.)

HUMAN

Physiology: When compared to the other Citadel sentient species, humans are: physically stronger than salarians, slightly less dexterous than asari, and when in optimal shape, they can overpower a turian. The average turian and the average human are usually evenly matched in terms of physical combat. Most krogan dwarf the average human.

Unlike the asari, humans are not born with biotic abilities, but roughly one in ten human infants exposed to element zero (the material involved in manipulating mass effect fields) can potentially develop an aptitude in biotics later in life. Additionally, exposure to “eezo” carries a significant health risk.

Humans can live to up to 150 years in optimal conditions, and since they’re relatively new to advanced medical technology, the average human life span is expected to increase considerably.

Notable Historic Events: Humans were the latest of the sapient species to discover mass effect travel technology. In 2149, Charon, one of Pluto’s moons, was revealed to be an ancient and awesome device—a mass relay. Probes that were sent in to investigate the Charon Relay curiously vanished upon entry. Of course, the only definitive way to determine the relay’s destination was to send people through it.

A team of ambitious Alliance members, led by Jon Grissom, volunteered to take the risk and make the leap into the relay. The endeavor led them 36 light-years away from their origin, to a system called Arcturus. Alec Ryder (human Pathfinder of the Andromeda Initiative), was a crewmember of this task force, making it the first of his major contributions as a pioneer of humanity.

Years later, humanity (not realizing there was a galactic community beyond Arcturus) runs into trouble as they unknowingly break the Citadel law of activating disabled relays put in place as a defensive measure against hostile invaders like the rachni.

The turians, peacekeepers of Citadel space, detect the relay activation and respond aggressively. They view their act of aggression as justifiable punishment upon the humans. The human fleet retaliates, lashing out with a surprisingly effective counterattack, successfully destroying several turian ships. This escalates the conflict into a war with many battles taking place on the human colony, Shanxi.

Although Shanxi is occupied by turian forces, it’s eventually liberated by the Second Fleet. To prevent further bloodshed and an intergalactic species war, the Citadel Council intervenes before the turians can launch another attack.

Impressed by the Alliance’s decision-making capabilities and adaptations to their aggressors, the Citadel Council mediates a truce. This marks a major milestone for humanity as they learn of an established intergalactic governing body. However, high tensions persist between the two species, with activist groups forming in both camps. Around this time, an eventually significant turian named Saren develops a particular hatred for humans.

CITADEL COUNCIL

The Citadel is a highly advanced space station located in the Milky Way. It houses the Citadel Council, the galaxy’s governing body. The council was established in 500 BCE, long before humanity could even imagine space travel. To put it in perspective, *Mass Effect* took place in 2183. Commander Shepard’s achievements as the first human Spectre paved the way for humans achieving a seat on the council. With humanity’s major involvement, the Andromeda Initiative launches in 2185. It features a coalition of many of the Milky Way species that are active members of the Citadel Council.

Prominent Humans in the *Mass Effect Universe*: Commander Shepard, Miranda Lawson, David Anderson, Alec Ryder, Scott and Sara Ryder, Liam Kosta, Cora Harper

ASARI

Physiology: Out of all of the known sapient species, asari are the most comparable to humans. The two species share several commonalities, including five like-sized fingers on each hand. Their comparable physical dimensions allow them to share clothing and armor. While the asari are a mono-gender species, their voices and physical features strongly resemble those of a human female and they're usually referred to with feminine nouns.

Aside from physique, asari are wildly different from humans (and most other species) in terms of cellular regeneration and sexual reproduction. With a much lower cellular decay rate, asari can naturally live for over 1,000 years. However, the most fascinating aspect of asari biology is their reproduction process—a process referred to as "melding."

Even though they only have a single gender, asari still require a partner for the melding process (they're not asexual). Melding always produces an asari offspring, since no DNA from the partner is taken. Instead, -the asari virtually synchronizes her nervous system with her partner's, proceeding to map and instill the partner's desirable traits onto her offspring.

All asari are born with biotic capabilities that can be unlocked and developed later in their lives.

Notable Historic Events: The asari were one of the first Milky Way species to develop interstellar travel and, in 500 BCE, they became the first modern species to discover t the Citadel—humanity's first encounter with the council doesn't occur for another 2,700 years.

Thanks to their long life spans, the asari naturally have long-lasting and powerful influences over other species, culturally and intellectually. By welcoming advanced species into their community, the asari are confident that they can inevitably instill their beliefs and ideals into other cultures.

During the Reaper War in 2186 CE (*Mass Effect 3*), it's revealed that the Athame Doctrine (an asari religion) was actually a myth invented by the Protheans. The religion was designed to support asari beliefs that they were gifted with natural abilities by a goddess, when in reality, they were culturally nurtured by the Protheans for generations. The asari government refused to disclose this information until they were forced to during the Reaper assault.

Prominent Asari in the *Mass Effect Universe*: Liara T'Soni, Samara, Aria T'Loak, Pelessaria "Peebee" B'Sayle, Lexi T'Perro

Physiology: Turians are a relatively slender, raptor-like species, with distinct and intimidating “spiky” features, including mandibles and talons. They’re typically taller than average specimens of other species, with the average adult being over six feet tall. Turian vocal cords produce a noticeable “phasing” effect (as if they have more than one pair of vocal cords).

As their appearances suggest, turians are carnivorous, naturally possessing anatomic tools for flaying, tearing, and chewing flesh. Interestingly, the turian digestive system has been compared to those of the birds on Earth, unable to process food that other humanoids can digest.

A typical turian life span is comparable to that of a human.

Notable Historic Events: Turian civilization spans over 15,000 years (over twice that of humanity). They fought in the Krogan Rebellions and the First Contact War: These are only two examples. The turians are peacekeepers.

With the help of interstellar travel, turian colonies quickly developed across the galaxy, distancing themselves from the Turian Hierarchy (their governing body) and becoming tribal. The inevitable civil war that sparked between these distant and isolated tribes lasted for several years, eventually culminating in a peaceful resolution as the Turian Hierarchy intervened and forced the rogue colonies’ allegiance.

Years later, during the Krogan Rebellions, the turians deployed a salarian-made biological weapon known as the genophage, a bioweapon designed to target and cripple krogan reproduction. As the bioweapon’s name suggests, its destructive effects nearly caused krogan extinction.

THE GENOPHAGE

The genophage was developed by the salarians, but they did not intend to use it. Rather, it was meant as a threat to bring the krogan to heel. However, the turians take a different approach to war.

The mechanism behind the infection is commonly mistaken as a fertility-preventing illness. In actuality, it is designed to reduce viable pregnancies after impregnation, causing stillbirth.

Prominent Turians in the *Mass Effect Universe*: Garrus Vakarian, Saren Arterius, Vetra Nyx

KROGAN

Physiology: Contrasting turian evolution, krogan physiology evolved toward protection against predators, with wide-set eyes that allow for a much wider field of view and improved threat detection. Krogan adults generally reach over seven feet in height. While they aren’t as agile as asari and humans due to their thick and heavy hides, they’re extremely durable and near invulnerable to laceration. Thick hides mean heavier specimens—krogan weight can range from roughly 300 to 800 pounds. While wearing their battle armor, certain individuals can weigh over a ton.

Krogan “blood rage” isn’t just a colloquial term for a livid krogan in battle. It’s a genuine, trigger-able genetic condition present in all modern krogan. In the harsh environment of a self-inflicted nuclear winter, krogan with blood rage found it easier to fight for survival.

During a krogan’s blood rage, they lose the concept of pain but also lose all rational thought. Although they become a torrent of undying fury during the madness, it can result in their deferred death as they succumb to their unfelt wounds.

Another interesting component to krogan biology is their organ redundancy (a sort of backup system). For instance, krogan have two hearts in case one fails. Interestingly, male krogan have four testicles, so when a krogan uses the term “quad,” they’re referring to their testicular fortitude.

Notable Historic Events: Unsurprisingly, modern krogan aren’t as concerned with science as they are with **combat**. However, archeological excavations reveal that ancient krogan culture contrasted this militaristic characteristic. On their home world of Tuchanka, the ancient krogan were once a society with proclivities in art, architecture, technology, and culture. Evidence also shows that these krogan ancestors worked toward advancements in seismic-resistant architecture—presumably designed to protect against and coexist with thresher maws instead of simply trying to eliminate them.

These ancient krogan became vulnerable to their industrial advancements. In conjunction with their naturally high birth rates, their newfound ease of survivability resulted in overpopulation. Hence, conflict over limited **resources** arose as the population aggressively continued to expand throughout Tuchanka. Eventually, the war for **resources** escalated into a globally decimating nuclear ecocide. Tuchanka was transformed into a radioactive hellscape, and the krogan were sent back to a proverbial stone age.

During a seemingly unwinnable war with the rachni (a hostile insect-like species), the Citadel salarians came up with an ingenious plan involving the now-primitive krogan in order to defeat the rachni. Since reaching the heart of the rachni hive was impossible for the fragile Citadel species, the salarians recruited the krogan by elevating them out of their primitive state. The krogan were given advanced salarian **tech** and transported off of the desolate wasteland that they once called “home.”

The plan worked to perfection. Krogan resilience afforded them the ability to withstand the extreme environment of Suen, the rachni home world. The battle-hardened warriors successfully pursued and exterminated the rachni queens, resulting in the insectoids’ extinction.

Although the krogan are celebrated for their contributions, they would later become victims to salarian ingenuity and the turians' militant and callous ways.

Prominent Krogan in the *Mass Effect Universe*: Urdnot Wrex, Patriarch, Nakmor Drack, Nakmor Kesh

SALARIAN

Physiology: Unlike the krogan and turians with their intimidating animalistic features, the salarians appear unassuming; they're thin amphibian bipeds with modest horns protruding directly from the tops of their distinctly divided skulls. Salarians have exceptionally large eyes, which are covered by a thin membrane, and they noticeably blink with their lower eyelids (as opposed to how humans close their upper eyelids).

Salarians have eidetic memory, and talented individuals are able to hone and improve on this. Additionally, they have a relatively high metabolic rate that is easily noticed from their hyperactive speech and mannerisms. Unfortunately, their metabolic rate also means that they have shorter life spans than the average intelligent lifeform, with a life expectancy of around forty years.

As amphibians, salarians are an egg-laying species. Gender of their offspring is determined by the haplodiploidy system—unfertilized eggs develop into male (haploid) salarians, and fertilized eggs result in hatching females (diploid).

Notable Historic Events: According to the last living Protheon, salarians were a once-primitive species, classified by the Protheans as simply "lizard people." Fifty thousand years later, they would independently develop sufficient technology to traverse the stars and colonize three interstellar settlements.

Salarians are brilliant operation strategists as evidenced by their contribution to the eradication of the rachni species during the Rachni War. The salarians devised and flawlessly executed a plan to both elevate the entire krogan species out of their cultural depression and to then convince those krogan to finish off the rachni.

The salarians realized defending against the rachni was a futile endeavor, and the only way to defeat them was to cut off the head of the hive: the queens. The problem lay in the rachni's home world and lair; the environment was dangerously toxic to most lifeforms—except the krogan, thanks to their adaptation to extreme conditions and resilient protective hides. The krogan penetrated the rachni lair, hunting down and successfully eliminating the queens. A once-dispirited krogan species suddenly became war heroes and glorious defenders of the Citadel species.

As a counter-measure against aggressive krogan expansion, the salarians developed the genophage.

Prominent Salarians in the *Mass Effect Universe*: Mordin Solus, Major Kirrahe, Kallo Jath, Jarun Tann

Mass Effect Trilogy and Andromeda Timeline

MASS EFFECT: ANDROMEDA EVENTS

1600–2400

The Remnant are deployed to the Heleus Cluster, installing their vaults and initiating the process of terraforming otherwise uninhabitable planets into life-enabling worlds.

1600–2400

As the only native species to the Heleus Cluster, several separate angaran civilizations develop on disparate systems in the Cluster. The angara consider Havarl to be their homeworld.

2112

Jien Garson plans an ambitious endeavor to colonize the Andromeda galaxy. This venture, known as the Andromeda Initiative, is wholly financed by Garson without government involvement.

An Initiative research team was tasked with finding habitable planets within Andromeda.

2112–2119

Prototypes of massive vessels designed for traversing to and colonizing in the Andromeda galaxy are developed. These vessels include arks and the Nexus.

2119–2184

The testing phase for the arks and the Nexus concludes, and production of these vessels commences. Near the end of this time frame, the construction of these projects causes disquiet with galactic governments. They begin to question the ulterior motives of the Initiative's plans.

2184–2185

The Initiative enlists 100,000 colonists for the journey to the Heleus Cluster.

2185

The Nexus and the four arks—human, salarian, turian, and asari—depart for the Heleus Cluster in the first wave of colonists bound for Andromeda. A second wave is planned to follow, including quarians, drell, and other species.

2185–2819

With its passengers in cryostasis, the arks traverse to Heleus. However, the vessels become separated, creating a fourteen-month travel distance between each of them.

2450–2600

The Scourge is unleashed upon Heleus, devastating the angara and sending them back into a "dark age."

2500–2750

Heleus stabilizes, and the angara begin to recover from the setback caused by the Scourge. Five unique angaran worlds advance their technology sufficiently, enabling space travel—this leads them to discover each other.

2749

Kett reconnaissance of the Heleus Cluster reveals the existence of the angara and discovery of Remnant technology.

2819–2819

The Nexus and arks arrive in a staggered fashion, separated from one another.

MASS EFFECT TRILOGY EVENTS

2183: (MASS EFFECT)

One of humanity's first colonies, Eden Prime, is attacked by a species of artificially intelligent synthetics, known as the geth.

A cycle of extinction by an ancient organic-synthetic species called the Reapers is revealed. The Reaper Sovereign attacks the Citadel but is destroyed by the Normandy thanks to Commander Shepard's efforts.

2183: (MASS EFFECT 2)

A month after the defense of the Citadel, Commander Shepard is killed in action when the Normandy is attacked by a Collector Cruiser. Shepard's body is eventually obtained by an enigmatic organization called Cerberus.

2185: (MASS EFFECT 2)

Collectors begin attacking human colonies and abducting their inhabitants.

Cerberus successfully revives Commander Shepard. Shepard leads an investigation on the attacks of human colonies and eventually defeats the Collectors, saving humanity.

2186: (MASS EFFECT 3)

The Reapers launch an invasion of Earth.

Commander Shepard finds and delivers schematics of the Crucible, a superweapon designed to stop the Reapers. The Alliance eventually completes the enormous task of constructing the device.

With the Crucible activated, Shepard is given the responsibility of deciding the fate of the galaxy.

Ryder Family History

ALEC

In 2148, a young Alec, inspired by humanity's discovery of a Prothean ruin, eagerly signed up for Alliance military duty. He impressed in every relevant aspect: having exceptional leadership skills, superb physical condition, and an extraordinary technical proficiency. Only a year later, while enlisted in a task force led by Jon Grissom, he became one of the first humans to activate and travel through a mass relay device, making his first mark on human history.

Alec's outstanding performance led him back to Earth, where he began N7 specialist training (a designation reserved for only the highest echelon of elite soldiers in the Alliance military). Within this time period, Alec met and married a biotics research specialist named Ellen. As an N7 designate, Alec witnessed firsthand the resulting horrors and devastation of the First Contact War between humans and turians.

In the 2160s, he served the human embassy as a military attaché, collecting data—specifically, scientific breakthroughs and advancements made by the other Milky Way species. Combined with his emotionally hardening experiences from the First Contact War, Alec's work and exposure to aliens on the Citadel convinced him that humans were being left behind in the technology race—signaling the initial conception of his AI. Unfortunately for Alec, his ambitions of developing an advanced AI for human use were stifled by the Citadel's ban on AI research, due to the inherent danger witnessed in the quarians' geth experiments.

Alec's wife, Ellen, was diagnosed with an incurable disease, presumably a result of her exposure to element zero in her early years of working on biotics technology. When traditional medicine failed to cure Ellen, Alec redirected his focus back to AI research, hoping it would be the answer to a seemingly hopeless situation. As a solution to separating AI vitality from that of its creators, Alec based his AI model on a symbiotic relationship. Essentially, his version of AI would not only "need" its creators, but it would also learn and understand human emotions and grant humanity new abilities. Thus, the idea of SAM was born.

Alec's illegal research was eventually shut down by the Alliance. Disgraced from the military and without sufficient resources to continue his research, his hope of curing Ellen withered. That is, until the Andromeda Initiative breathed new life into the project. The Initiative found the idea of SAM to be worth investing in for their intergalactic expedition, so they continued funding the SAM project.

Alec's hopes were revived in the form of the Initiative's ambitions, hoping to have his efforts come to fruition as a Pathfinder.

ELLEN

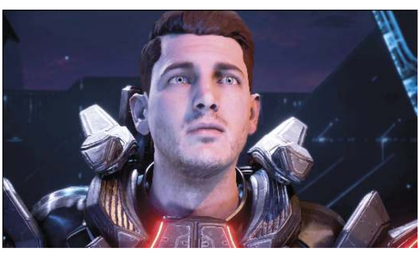
Due to her exposure to element zero in her early years researching biotics, Ellen developed an extremely rare and incurable disease. The family moved back to Earth, with Alec committing to his AI research as a means to cure Ellen of the illness. Although Alec became aloof, consumed by and obsessed with SAM's development, Ellen remained a caring and committed mother to her twins. She succumbed to the disease before the arks departed for the Heleus Cluster.

SCOTT AND SARA

Scott and Sara were born to Alec and Ellen, circa 2163. Growing up on the Citadel, the twin Ryder children experienced a variety of cultures, thanks to the melting pot of coexisting species.

SCOTT

In the early 2180s, Scott was assigned to an Alliance outpost near Arcturus Station that oversaw security for Mass Effect Relay 202. Although only a rookie, he was responsible for monitoring the relay and defending transient civilians from raiders and pirates. This line of work naturally doubled as basic combat and weapons training for him, despite not volunteering as a frontline soldier.



After his mother Ellen passed away, Scott and Sara agreed to join the Initiative with their father. Although not under an ideal circumstance, being given the opportunity to explore the cosmos was always an aspiration of his, considering his previous line of work as a station guard.

SARA

Like Scott, Sara was once a peacekeeping soldier serving in the Alliance. However, she was defending colonists in the Attican Traverse. She eventually found an opportunity to sign up with a Prothean artifacts research team to aid with support and defense. The thrill and nature of the work invigorated her sense of adventure, nudging her path closer along her father's footsteps.

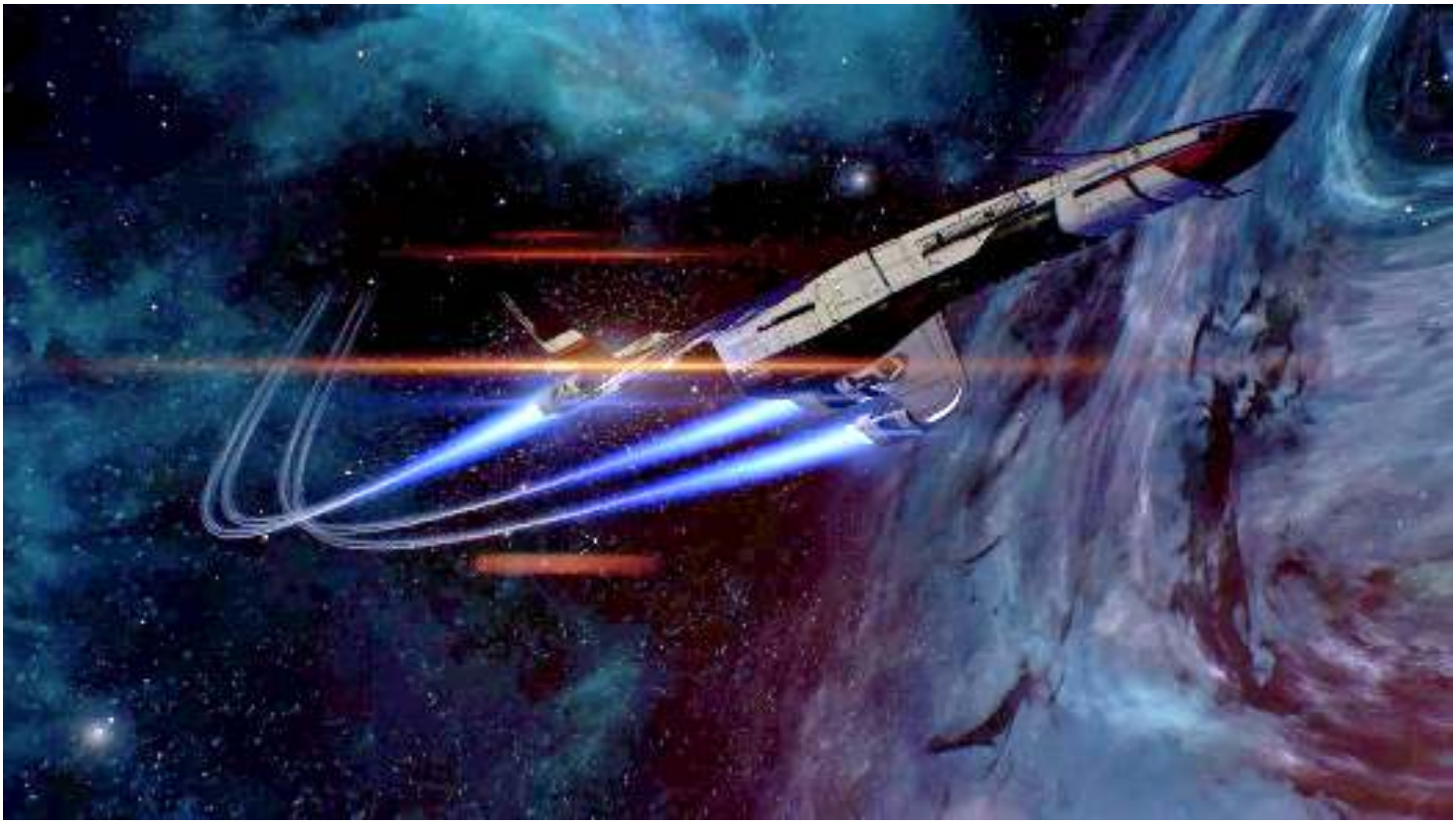
MASS EFFECT ANDROMEDA

Introduction

Andromeda Initiative

THE TEMPEST

The Tempest is a survey ship designed for long-range, long-term exploration under a Pathfinder's command. Its lightweight and efficient design allows it to operate with a small crew and minimal resources.



Built by the Andromeda Initiative, the Tempest makes use of several once-proprietary technologies, including an IES stealth system originally developed by the Systems Alliance. Many of these systems were permitted on the condition that the Tempest only operate in the Andromeda galaxy.

The Tempest's engine is a variation on the arks' ODSY drives that allow long-term operation by capturing a percentage of the static buildup in capacitors. This recycled electrical charge powers several of the Tempest's onboard systems.

As a Pathfinder vessel, the Tempest has Research and Development facilities, laboratories, and a well-appointed meeting space to accommodate dignitaries, anticipating any potential first-contact scenarios.

SCIENCE OFFICER: SUVI ANWAR

Suvi Anwar is a member of the Nexus science team and holds advanced degrees in astrophysics and molecular biology. In a screening interview, she stated that she was from a “large, rather boisterous family” of five children. Her neuroscientist mother and mathematician father exposed her and her siblings to science from a young age, sparking a lifelong love of the subject.

While pursuing her PhD in molecular biology, Suvi was handpicked for a team doing cutting-edge biophysical and cybernetics research. After a year, the team was headhunted by a black-ops organization for a classified biomedical project; Suvi was extended an invitation but declined, opting to refocus her attention on her own projects.

She declares that there was no hesitation on her part in signing up for the Andromeda Initiative, once she learned of its existence, owing to a desire to see and experience more than one small corner of this vast universe.

PILOT: KALLO JATH

Kallo Jath was born on Sur'Kesh and, quoting directly, "into a life so boring even an AI couldn't calculate it." Pushed toward a lucrative but dull bureaucratic career with Parohe Aerospace, Kallo became more interested in flying the starships he was meant to be cataloguing. He eventually left Sur'Kesh for formal pilot training and joined Parohe's competitor as a test pilot.

Internal emails show that when the Andromeda Initiative was building teams to develop their survey vessels, Parohe Aerospace warned against recruiting Kallo so fervently that Jien Garson's interest was piqued. Kallo claims that the prospect of the Initiative was intriguing enough to make him join the Tempest design team, test-flying her early prototypes, running stress tests in regions like the Nemean Abyss, and, rumor has it, helping to "acquire" advanced technology.

Kallo has an acute photographic memory, even by salarian standards.

TECHNICAL OFFICER: GIL BRODIE

Technical Officer Gil Brodie is chief engineer aboard the Tempest. After traveling to Andromeda aboard the Nexus, records show that Gil was woken from stasis roughly a year ago to assist with construction efforts before prepping the Tempest itself.

There are no records of Gil's early life. He explains he was an undocumented "street kid" from one of Earth's megapolis cities. Though unschooled, Gil showed a remarkable aptitude for mathematics and spatial reasoning at 10; he often broke into a local scrapyard to dismantle and repair destroyed shuttle engines. In time, he was caught and "sentenced to a steady job."

Gil's mechanical expertise eventually drew him off-world to numerous colonies across the Milky Way. His unconventional work attracted the attention of Vetra Nyx, who was always on the lookout for new contacts. Vetra claims she persuaded Gil to join the Initiative; Gil claims he won Vetra's Initiative clearance in a poker game and exchanged it for a guaranteed seat along with his friend Jill. He remains an invaluable member of the Tempest crew.

DOCTOR: LEXI T'PERRO

Although young by asari standards, Lexi T'Perro is regarded as one of the most skilled doctors in the Andromeda Initiative. Born on the crime-ridden space station Omega, Lexi began her medical career by stitching up her father, a turian bouncer at the Afterlife nightclub where her mother was also employed as a dancer. In her screening interviews, Lexi states her parents' dream was for her to "get off this rock and live a life worth talking about."

Following her parents' wishes, Lexi left Omega to continue studying medicine as well as psychology on the Citadel, where she eventually met Harry Carlyle. Carlyle convinced her to join the Initiative as the Hyperion's physician. Although there was some confusion around assigning an asari to the human ark, Lexi's credentials and expertise in alien anatomy quickly silenced any concerns. By her own admission, Lexi is a workaholic. "On or off the table, I have a hard time not dissecting people…figuratively, of course." One of her many goals in Heleus is to improve her bedside manner and learn to "appreciate the moment."

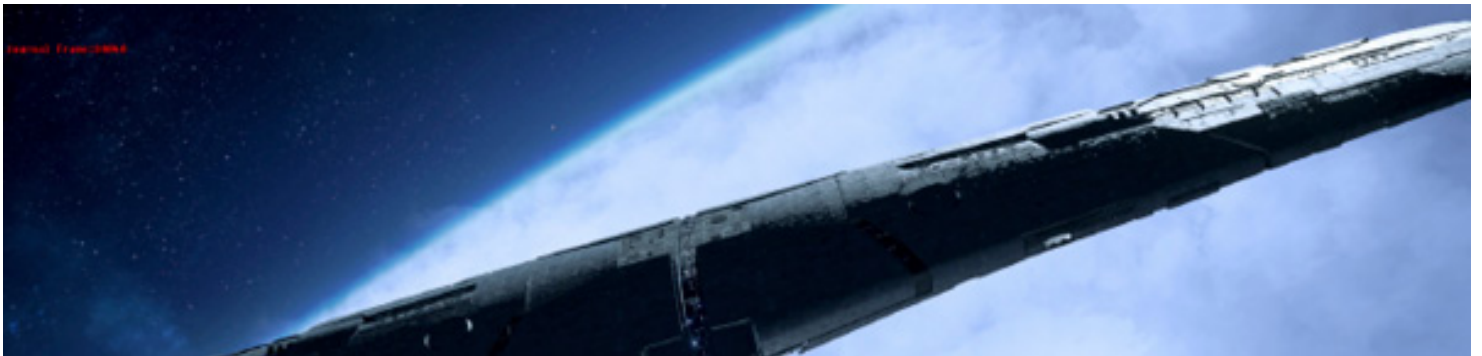
ND1 NOMAD

Seeking a suitable scout rover, the Andromeda Initiative purchased a promising but rejected design from the Systems Alliance military. The issue quickly became apparent: on rough terrain, without the bracing of heavy armor, the chassis was prone to twist. The Initiative had already developed lightweight but strong memory alloys that solved this problem.

The resulting ND1 Nomad exchanges heavy armaments for superior agility. The rover has a tripartite element zero core, which allows fine control over acceleration and a more modest helium-3 fuel cost for its microthrusters. Its lighter weight enables both six-wheel drive (6WD) and four-wheel drive (4WD), as well as four-wheel steering for hazardous surfaces. Fitting the Initiative's adaptive philosophy, the Nomad can be customized with appropriate camouflage or Initiative colors.

When necessary during long-haul exploration, the rover contains an emergency shelter. It can produce potable water from its hydrogen-oxygen fuel cells, though scientists recommend adding a flavor pack to it first.

THE NEXUS



STATISTICS:

Length: 15.74km

Vane Width (Widest Point): 4.9km

Anchorage Wheel Diameter: 5.3km

Gross Weight: 2.2 billion metric tons

Max. Population (When Complete): 2.7 million

Intended as a safe anchorage, embassy, and financial center, the Nexus is a vast space station sent ahead of the main ark fleet. It traveled to Andromeda in an incomplete state to reduce fuel demands, with construction planned to be completed within a standard year after arrival. However, syncing with Nexus databases reveals that damage from the Scourge has set the timetable back significantly.

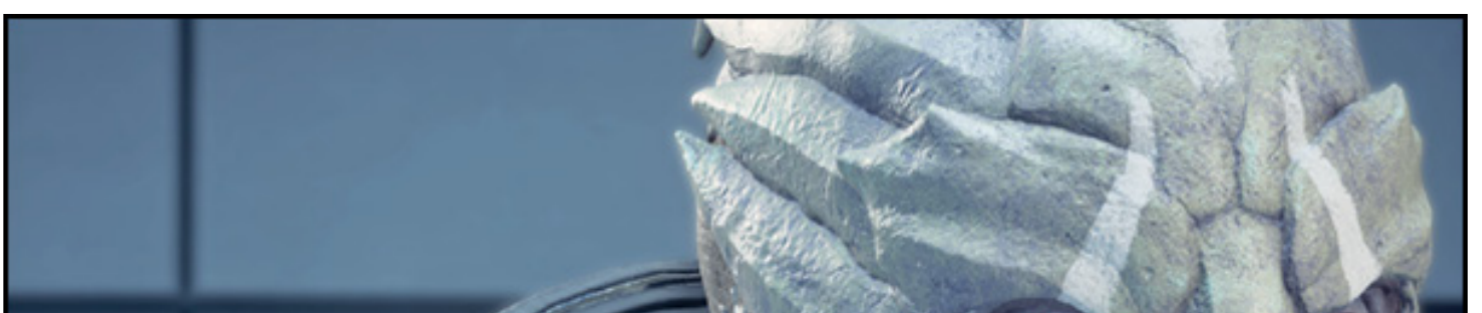
Arks returning to the Nexus anchor at the central wheel, integrate their power grid, and off-load colonists for orientation and temporary housing before deployment to **outposts**. The Nexus collates and manages the **resources** that form the basis of the Initiative's economy, coordinates scientific research and defense, and acts as headquarters for Pathfinder teams. Once **outposts** are established, the Nexus will become the permanent seat of government for the Initiative.

NEXUS: LEADERSHIP

As the central command of the Andromeda Initiative, Nexus leadership was intended to be split between the Initiative proper, station operations, and colonial administration. Jien Garson planned to retain an honorary role, electing the asari Matriarch Nuara as Initiative director. Unfortunately, both Garson and Matriarch Nuara are listed as deceased, along with many of Nuara's senior staff. The current director of the Initiative, Jarun Tann, was eighth in the line of succession.

Today, Director Tann remains officially in charge of Initiative operations and Pathfinder teams. Foster Addison retains her post as director of Colonial Affairs, managing colonist and outpost deployments. The Nexus itself is administered by Superintendent Nakmor Kesh, who also oversees construction efforts. In the wake of **kett** attacks, Tiran Kandros emerged as leader of a de facto volunteer militia that has taken over station security. Though technically a civilian, Kandros is counted among the Nexus leadership.

TIRAN KANDROS



In his screening interviews, Tiran Kandros states he is named after an ancestor who captured a dreadnought in the Krogan Rebellions, and he was expected to live up to the name. After beginning boot camp at the traditional age of 15, Kandros rose through the ranks and was assigned to Sagirus Eight, one of the Hierarchy's counter-terrorism divisions.

Persistent rumors on the Nexus claim that Kandros was sent to investigate the Andromeda Initiative when the Hierarchy became suspicious about its activities. Kandros refuses to comment on former operations, citing family pressures as the reason he later joined the Initiative.

During the early days of Nexus's arrival, Kandros left the station to act as protection detail for a prospecting team and was captured by the **kett**. He managed to lead several other captives in an escape and returned to the Nexus, eventually founding a volunteer militia to defend the station.

DIRECTOR TANN

Andromeda Initiative Director Jarun Tann is a replacement leader for those who died in the Scourge disaster. Personnel records indicate he was the Nexus's deputy director for revenue management when the arks departed the Milky Way in 2185. However, upon arrival in **the Heleus Cluster**, the disastrous encounter with the Scourge led to substantial loss of life among the senior leadership. The line of succession eventually fell to Tann as the next in line for director, much to the apparent consternation of certain Nexus personnel.

Born on Sur'Kesh, Tann's application to the Initiative lists his previous work experience as "Senior Consultant, Advanced Matrix-Based Accounting" with hobbies in model ship building and "travel…someday." When queried if he had any prejudices that would affect his ability to serve the Initiative, his answer was blank. However, careful data forensics reveals his original reply was: "Wait, you're letting krogan come along?" Today, Director Tann has official oversight of Initiative operations and strategy and effective supervision of Pathfinder teams.

NEXUS: NAKMOR KESH

Overseer of the Nexus's initial design-and-construction phase in the Milky Way, Nakmor Kesh is currently superintendent of the station. She has oversight of Nexus proper, maintaining systems, integrating any returning arks, and continuing construction efforts. She is also considered a senior figure in Clan Nakmor, despite the departure of the majority of the krogan from the Nexus. Kesh herself describes her role as "fixer-in-chief."

Records from the Nexus uprising show Kesh played a key role in keeping the station operational during the crisis. Her strong management and knowledge of the station make her an irreplaceable member of the Nexus leadership. Though minutes of official meetings suggest she and Director Jarun Tann are often at odds, Kesh's presence ensures that the krogan still have a powerful voice on the Nexus.

WILLIAM SPENDER

When the Nexus first arrived in Andromeda and an uprising arose among the desperate crew, it was William Spender who convinced clan leader Nakmor Morda to put down the mutineers. By all accounts, it did not go well.

In return for her help, Morda claims that Spender, in his authority as assistant director of Colonial Affairs, promised equal status for the krogan in any decision-making by way of a seat at the council. When the agreement came to light, Initiative Director Jarun Tann refused to honor it, and most krogan left the Nexus.

Privately reprimanded but publicly credited for stopping the uprising, Spender maintained his position a step away from Nexus senior leadership.

FOSTER ADDISON

Previous to the Initiative, Foster Addison was the chief operations officer for a provincial capital. She stated in her screening interviews that she preferred the position because it was the highest non-elected municipal office: It carried responsibility without requiring a public face.

Foster was asked to head Colonial Affairs early during Initiative training. She accepted after being assured that it was temporary. After arrival, outposts would appoint a council, and she could be obscure on a new world. In the meantime, she would remain senior advisor to Jien Garson. Unfortunately, Garson died in the Nexus's initial Scourge disaster and was replaced by Director Tann.

During the rebuilding, Colonial Director Addison had no colonial affairs to direct. That limited the influence she wielded and increased the scrutiny demanded. She has expressed frustration at the open-ended nature of her position and the ongoing need for statements about the status (or lack) of **outposts**. Though she remains eminently capable, it appears to be exactly the job she didn't want.

MASS EFFECT ANDROMEDA

The Squad

Liam Kosta

Species: Human

Origin: Born: London, England, Earth. Split residence: Citadel, Earth

Height: 183cm

Weight: 88kg

Known Affiliations: HUS-T1, Earth's contribution to a multispecies civilian crisis-response effort.

Nicknames: None

Combat Roles/Strengths: Close-range fighter. Uses his jump-jet to move quickly, usually toward the threat.

Favorite Weapon: Overclocked dual omni-blades

Favorite Biotic/Tech/Other Ability: Havoc Strike. Liam leaps forward with his omni-blades to stun enemies and prime them for combo detonations.

Famous Quote(s): "I believed in a new beginning. Still do. I have to. We're in it."

Brief Biography: A crisis-response specialist with civilian tactical training, Liam learned of the Andromeda Initiative after meeting former Alliance personnel at a "post-hostility relief action." His multi-disciplinary skills set him apart, and Liam was handpicked to support the Pathfinder team. He's an idealist, willing to take risks for the good of the Initiative.

ROLE ON THE TEMPEST

Colonial Security

Liam provides risk-assessment and emergency assistance during a crisis. He is responsible for integrating new personnel weaponry and also liases with the Pathfinder and the Initiative's director of Colonial Affairs.

PERSONALITY TRAITS

- Upbeat and positive; "glass half full" type
- Outgoing and genuinely curious about technology and species
- Admirable conviction in his choices, especially regarding joining the Initiative

PERSONAL BACKGROUND

Liam isn't running from anything. In the Milky Way, he had a caring family and a good life, but he wasn't certain of his purpose. His passion for engineering served him well in school, but he lost focus when things got theoretical. He tried law enforcement because his parents were both lawyers and it seemed like a natural fit, but Liam was frustrated there too. He felt like there was more he could be doing, more he could do to help directly, and after two years of butting heads with superiors he saw an opportunity and took it.

Liam lobbied to join a multi-species Heavy Urban Search and Crisis Response group, the human (or "terran") branch known as HUS-T1 (colloquially HUSTL). He'd always kept a clear head in extreme circumstances, and he trained for deployment into natural disasters, war zones, and industrial accidents. His "lack of focus" developed into adaptability and he excelled.

But, consistently the real danger of these situations came from people taking advantage of other people. Liam was in a balancing act. He didn't want to be as jaded as the system seemed to demand. He wanted a blank slate. That's when he learned about the Andromeda Initiative—the blankest of slates and a chance to start everything over and let people do it right. Liam essentially threw himself a wake, said an extended goodbye to friends and family, and took the second star to the right and straight on 'til morning. Not the most intellectual leap, but it seemed far more likely to appease his ideals than trying to change the far more complicated present.

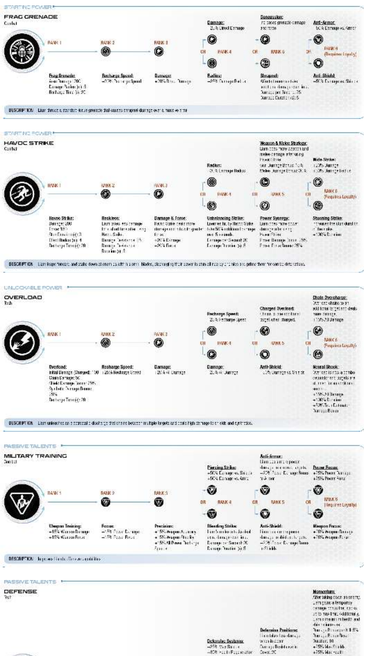
He's had it lucky, and an alternative has always presented itself. That won't happen in the Heleus Cluster.

RECRUITMENT DETAILS

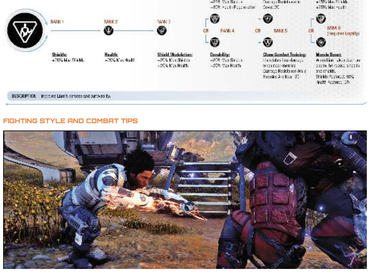
When: Prologue

Where: Hyperion Cryobay

Details: Ryder's first squadmate. Together, they search for the remainder of the Pathfinder team on a supposed "golden world," Habitat 7.



FIGHTING STYLE AND COMBAT TIPS



Summary: Liam is a crisis specialist and his combat style reflects that accurately. He has access to powers that are effective in most situations, especially when dealing with humanoid-type troops (such as kett infantry and Kadaran Outlaws), thanks to his enforcement training and experience. While most combatants prefer to use a single omni-blade for close-quarters combat, Liam can wield two at once—an ability he shows off when executing his signature Havoc Strike attack.

Synergies: Liam Kosta can adapt to most situations and synergizes with a majority of Ryder's profile types and powers. He doesn't excel in dishing out or soaking damage, but his utility-based powers are always handy. You rarely regret having Liam by your side. His all-purpose stunning power, Havoc Strike, his cover-flushing Frag Grenade, and his shield-destroying Overload powers make him one of the most balanced squadmates. Most of the notoriously frustrating encounters revolve around heavily shielded enemies (such as the kett's Anointed), so it's recommended that you invest a skill point into Liam's Overload skill as soon as you can.

Notable Power Spikes: Overload, Rank 1 (requires spending at least 18 skill points in Liam's other skills and powers): This is a no-brainer if you're going vault-spelunking. Overload deals extra damage to synthetic enemies like the Remnant, and several Remnant are equipped with shields. Even if you're fighting the kett, having Overload to sap an Anointed's shields can save you from a frustratingly difficult encounter.

Shock (Overload, Rank 6) turns Liam's powerful Overload into an incredible all-purpose incapacitating ability with the bonus of detonating primers. This grants Liam the ability to perform his own solo detonator combo (Havoc Strike into Overload).

Weaknesses: Liam doesn't have any glaring weaknesses. He's great at any range and can put all of his powers to use in most scenarios. However, he doesn't excel at any one aspect as the other squadmates do. Watch out for his propensity to dive into the back line of foes with Havoc Strike. If he gets caught out in a compromising position, he doesn't have exceptionally high survivability options like Drack, Vetra, and Cora.

MASS EFFECT ANDROMEDA

The Squad

Lieutenant Cora Harper

Species: Human

Origin: Spaceborn

Height: 172cm

Weight: 61kg

Known Affiliations: Systems Alliance, Talein's Daughters, Andromeda Initiative

Nicknames: None

Combat **Roles/Strengths:** Biotic commando, operations specialist

Favorite Weapon: Shotgun

Favorite *BioticTech***/Other Ability:** Biotic Charge

Famous Quote(s): "When your biotics are honed into huntress-grade weapons… people can be weird about it."

Brief Biography: Cora joined the Systems Alliance to train her powerful biotic talents, eventually transferring to an asari commando unit before joining the Andromeda Initiative as Alec Ryder's second-in-command. Professional and loyal, Cora knows the rules well enough to bend them if necessary, lending huntress tactics and her biotic strength to the Pathfinder's mission.

ROLE ON THE TEMPEST

Second-in-Command

Cora is responsible for day-to-day operations and ground mission organization. She also serves as a contact with the Initiative Director back on the Nexus.

PERSONALITY TRAITS

- Professional and disciplined, though always a ground soldier at heart
- Combines both human and asari tactics
- Fiercely loyal to the Pathfinder, the team, and their mission

PERSONAL BACKGROUND

Cora's powerful biotics manifested at a young age while she was growing up on her parents' cargo freighter. Unable to afford biotic tuition and struggling to control her talents, Cora quickly learned that personal discipline was the best way to keep people from getting hurt. She joined the Systems Alliance military at 18 to get the implants and training she needed. Soon after Cora enlisted, her parents' freighter disappeared, likely falling prey to the many dangers of the hardscrabble Attican Traverse.

Throwing herself into her military career, Cora's biotics made her a candidate for a Council initiative to train with alien soldiers—specifically for the Valkyrie Program to train with asari commandos. Cora went to Thessia and joined the commando unit "Talein's Daughters," fighting alongside centuries-old asari huntresses like her commanding officer, Nisira T'Kosh. Cora's years with the asari gave her a unique perspective, both on the battlefield and on her place in the world.

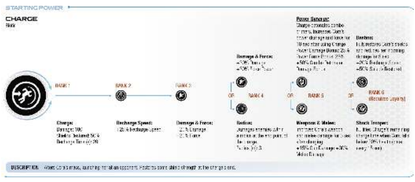
When Nisira encouraged her to join the Andromeda Initiative, Cora was initially skeptical but changed her mind after meeting Alec Ryder. His vision for Andromeda—a new civilization, and the next great leap for humanity—inspired her to make the Initiative's mission a success. Cora soon earned a place as Alec's trusted second-in-command, trained to handle ground operations and, if necessary, succeed Alec as Pathfinder.

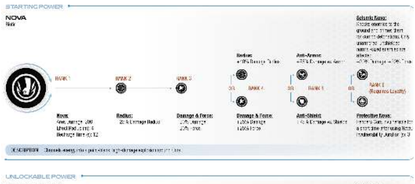
RECRUITMENT DETAILS

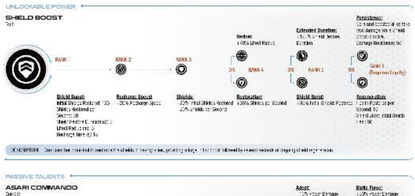
When: Mission 1: Planetside

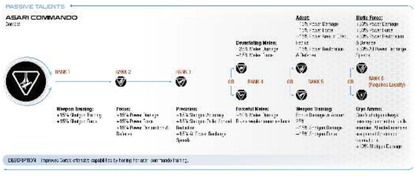
Where: Habitat 7

Details: Cora joins Ryder's active squadron after a successful defense of her shuttle and crew from kett dropships.

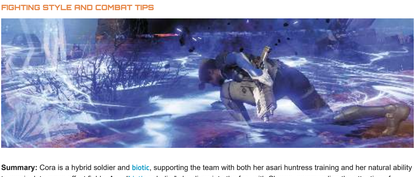








FIGHTING STYLE AND COMBAT TIPS



Summary: Cora is a hybrid soldier and biotic, supporting the team with both her asari huntress training and her natural ability to manipulate mass effect fields. As a "biotic paladin," she dives into the fray with Charge, commanding the attention of nearby foes on the battlefield and giving her allies room to fire freely on their enemies. She further protects her allies by regenerating their shields with the Shield Boost tech power, which is unlocked once she has at least 18 skill points invested in other powers and passives.

Synergies: When she gains access to Shield Boost, Cora pairs extremely well with other close-range combatants. Shield Boost grants her and teammates around her bonuses to shields and shield regeneration. If Ryder is built more as a sniper or a mid-range skirmisher, you can complement Cora's aggression by using debilitating powers like Concussive Shot and Cryo Beam on her targets, indirectly affording her extra survivability.

Notable Power Spikes: Cryo Ammo (Asari Commando, Rank 6) grants Cora a permanent passive buff that allows her to prime enemies with her basic shotgun attacks. Cora can then perform solo cryo combos if she has Power Synergy (Charge, Rank 5) unlocked.

When Bastion (Charge, Rank 6) is unlocked, Cora evolves into a nigh invincible charging bull, allowing her to aggressively dash from enemy to enemy while replenishing her shields as she absorbs attacks.

Weaknesses: Since Cora's primary attacks involve rushing enemies down with Charge and blasting them at close range with a shotgun, she can be a liability in encounters out in the open against a crowd of enemies (especially if you're playing on higher difficulty settings). If she's knocked unconscious away from the team, reviving her may prove difficult without putting yourself at risk, so consider micromanaging her by giving her explicit orders: Have her fall back to regroup with the team or order her to attack specific isolated enemies to prevent her from becoming overwhelmed.

MASS EFFECT ANDROMEDA

The Squad

Vetra Nyx

Species: Turian

Origin: Born: Palaven. Resided in: Too many places to count

Height: 198cm

Weight: 95kg

Known Affiliations: Andromeda Initiative

Nicknames: None

Combat **Roles/Strengths:** Wears heavily upgraded custom armor that provides additional shielding.

Favorite Weapon: Modified Cyclone assault rifle

Favorite BioticTech**/Other Ability:** Concussive Shot. Vetra fires a target-seeking, high-impact round from her gun.

Famous Quote(s): "Making deals to get the things you want, shooting at the things you don't. That's me."

Brief Biography: Surviving the rough world of smugglers and mercenaries requires street-smarts, adaptability, and cunning, qualities that serve Vetra well in Andromeda. Her experiences have taught her the importance of having someone to watch your back, and she'll do anything for the people she considers friends and family.

ROLE ON THE TEMPEST

Logistics, Informant

Vetra is extremely "street-smart," thanks to her experience as a mercenary and smuggler. She keeps her ear to the ground for the Pathfinder. By maintaining underworld contacts on Kadara Port, she ensures she remains looped into what is going on with the Nexus exiles and within the shadier underbelly of the Nexus itself.

PERSONALITY TRAITS

- Friendly, chatty, and openly honest
- Pragmatic and realistic
- Extremely protective, especially of her sister

PERSONAL BACKGROUND

Vetra spent most of her early life on Palaven. However, before she could enter boot camp her father, formerly a well-respected member of the Turian military, took her and her sister, Sid, on the run for reasons that were never fully explained. When Vetra was 16 and Sid was barely a toddler, their father disappeared. Vetra never saw him again, and she had to step up to raise Sid. The sisters hopped from cluster to cluster, with Vetra taking work where she could.

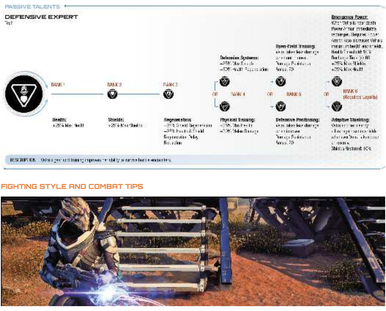
Andromeda represented a huge risk to Vetra, but it was also a chance at building a new, and perhaps normal, life for she and her sister. With the state of the Heleus Cluster, Vetra and Sid's dreams are in danger of falling apart and Vetra has vowed that she will draw on all her experience to keep that from happening.

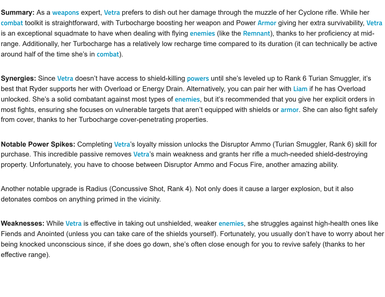
RECRUITMENT DETAILS

When: Mission 2: A Better Beginning

Where: The Nexus

Details: Vetra is instrumental in obtaining the Tempest for Ryder. In return, she insists on joining Ryder's squadron before they set off to Eos.





FIGHTING STYLE AND COMBAT TIPS

Summary: As a weapons expert, Vetra prefers to dish out her damage through the muzzle of her Cyclone rifle. While her combat toolkit is straightforward, with Turbocharge boosting her weapon and Power Armor giving her extra survivability, Vetra is an exceptional squadmate to have when dealing with flying enemies (like the Remnant), thanks to her proficiency at mid-range. Additionally, her Turbocharge has a relatively low recharge time compared to its duration (it can technically be active around half of the time she's in combat).

Synergies: Since Vetra doesn't have access to shield-killing powers until she's leveled up to Rank 6 Turian Smuggler, it's best that Ryder supports her with Overload or Energy Drain. Alternatively, you can pair her with Liam if he has Overload unlocked. She's a solid combatant against most types of enemies, but it's recommended that you give her explicit orders in most fights, ensuring she focuses on vulnerable targets that aren't equipped with shields or armor. She can also fight safely from cover, thanks to her Turbocharge cover-penetrating properties.

Notable Power Spikes: Completing Vetra's loyalty mission unlocks the Disruptor Ammo (Turian Smuggler, Rank 6) skill for purchase. This incredible passive removes Vetra's main weakness and grants her rifle a much-needed shield-destroying property. Unfortunately, you have to choose between Disruptor Ammo and Focus Fire, another amazing ability.

Another notable upgrade is Radius (Concussive Shot, Rank 4). Not only does it cause a larger explosion, but it also detonates combos on anything primed in the vicinity.

Weaknesses: While Vetra is effective in taking out unshielded, weaker enemies, she struggles against high-health ones like Fiends and Anointed (unless you can take care of the shields yourself). Fortunately, you usually don't have to worry about her being knocked unconscious since, if she does go down, she's often close enough for you to revive safely (thanks to her effective range).

MASS EFFECT ANDROMEDA

The Squad

Pelessaria B'Sayle (Peebee)

Species: Asari

Origin: Born: Port Lerama, Hyetiana

Height: 167cm

Weight: 52kg

Known Affiliations: None

Nicknames: Peebee

Combat **Roles/Strengths:** Gunslinger, biotic destabilizer

Favorite Weapon: Sidewinder Outlaw pistol

Favorite Biotic/Tech**/Other Ability:** Biotic Blast

Famous Quote(s): "The Milky Way was so... been-there-done-that. Even if I hadn't done it, someone had."

Brief Biography: Peebee walks to her own daredevil drumbeat and has an unrivalled thirst for adventure. She's pathologically independent but manages to maintain a loose, even friendly spirit. Bored with the Milky Way, she would have done anything to join the Initiative—flirt, provide favors, fudge credentials. But to her, she was just hitching a ride to the great unknown.

ROLE ON THE TEMPEST

Remnant **Expert**

Peebee is the "go-to" for all Remnant-related inquiries. While the Remnant remain a mystery by and large, Peebee likely has accumulated the most knowledge of them (out of everyone from the Milky Way at least). Peebee is credited for coining the term "Remnant," as well as for naming all of the Remnant constructs encountered so far.

PERSONALITY TRAITS

- Often wavering between overjoyed and comically annoyed
- Carefree and cocky, but charismatic

PERSONAL BACKGROUND

Little is known about Peebee and information from Initiative records are practically unverifiable.

Rejecting a slow and stodgy asari lifestyle, Peebee left home at a relatively young age and never looked back. Attempting to channel her energies into a more constructive forum, Peebee became pathologically obsessed with academia for a time, collecting a series of degrees (twelve, to be exact) in a variety of subjects ranging from Botany to Hanar Theology to Automotive Engineering. In practice however, Peebee derived no relevant work history from those studies ("You know how some people become obsessed with mint chocolate chip ice cream? That was me and diplomas for a while," she said). Instead, she drifted through an endless series of short-lived jobs, most notably—and incongruously—as a research technician at a biotech facility (she was fired after running unsanctioned evolutionary simulations based on proprietary data to win a bet with one of her superiors) and as an Eclipse mercenary (she walked off the job for reasons she never revealed, though it was here where she developed a deep fascination with firearms and marksmanship).

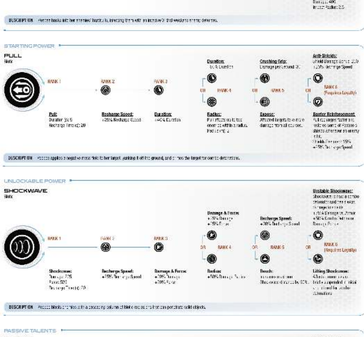
From the outside, Peebee seemed to be a cautionary tale of wasted potential—naturally brilliant but spoiled, unfocused and trivial. But in truth, Peebee was searching—desperately yearning not just for the thrill of adventure, but for a challenge. She sought a situation which would provide Peebee with the opportunity to truly exercise her mind on a canvas upon which no one had ever written. Her exposure to the Andromeda Initiative's proposed expedition was facilitated by her friend and associate, Kalinda, an asari first contact specialist. With Kalinda's help, Peebee schemed her way into joining the Initiative. Although further investigation on how she arrived on the Nexus and what her actual role is results in a variety of nebulous answers, and official inquiries do not find her listed in the station's registry.

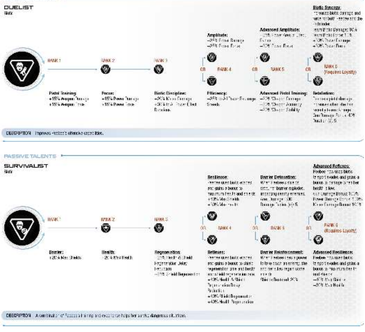
RECRUITMENT DETAILS

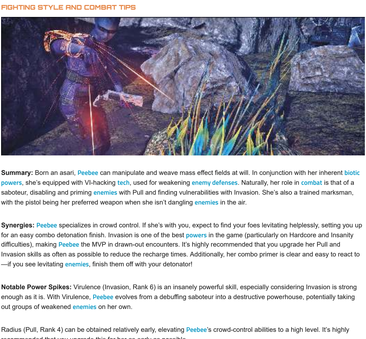
When: Mission 2: A Better Beginning

Where: Eos

Details: After Ryder successfully activates the Remnant vault on Eos, Peebee invites herself into the Pathfinder's squad.







FIGHTING STYLE AND COMBAT TIPS

Summary: Born an asari, Peebee can manipulate and weave mass effect fields at will. In conjunction with her inherent biotic powers, she's equipped with Vi-hacking tech, used for weakening enemy defenses. Naturally, her role in combat is that of a saboteur, disabling and priming enemies with Pull and finding vulnerabilities with Invasion. She's also a trained marksman, with the pistol being her preferred weapon when she isn't dangling enemies in the air.

Synergies: Peebee specializes in crowd control. If she's with you, expect to find your foes levitating helplessly, setting you up for an easy combo detonation finish. Invasion is one of the best powers in the game (particularly on Hardcore and Insanity difficulties), making Peebee the MVP in drawn-out encounters. It's highly recommended that you upgrade her Pull and Invasion skills as often as possible to reduce the recharge times. Additionally, her combo primer is clear and easy to react to—if you see levitating enemies, finish them off with your detonator!

Notable Power Spikes: Virulence (Invasion, Rank 6) is an insanely powerful skill, especially considering Invasion is strong enough as it is. With Virulence, Peebee evolves from a debuffing saboteur into a destructive powerhouse, potentially taking out groups of weakened enemies on her own.

Radius (Pull, Rank 4) can be obtained relatively early, elevating Peebee's crowd-control abilities to a high level. It's highly recommended that you upgrade this for her as early as possible.

Weaknesses: Peebee doesn't have much going for her in terms of defense, so frequently commanding her with explicit orders is advised. Consider her positioning and order her to regroup to you often, particularly if you're up against several enemies. Watch her back so she can watch yours! Fortunately, her abilities can all be used from a safe distance, so order her to either regroup with you or to fall back when necessary. Otherwise, you can consider using the Re-Spec Station to allocate her skill points into the Survivalist tree (after investing them into Pull and Invasion, of course).

MASS EFFECT ANDROMEDA

The Squad

Nakmor Drack

Species: Krogan

Origin: Tuchanka

Height: 196cm

Weight: 340kg (with prosthetics)

Known Affiliations: Clan Nakmor

Nicknames: Old Man, Drack the Nak

Combat **Roles/Strengths:** Veteran warrior, close combatant

Favorite Weapon: Ruzad shotgun

Favorite Biotic/Tech/**Other Ability:** Blood Rage

Famous Quote(s): "Do you have any idea how many humans I've watched die? You're meat. You spoil."

Brief Biography: There's old and then there's Drack. The elder krogan spent more than 1,400 years causing a ruckus in the Milky Way—wearing the title of soldier, merc, and at times even pirate. When the loyal but stubborn vet was given the chance to join his clan on a voyage to Andromeda, of course he signed up. It meant a whole new galaxy of stuff to shoot.

ROLE ON THE TEMPEST

Armory, Security

Drack is the Tempest's muscle, maintaining the ship's armory and ensuring the crew's safety on board and planetside. Though it's hard to call Drack "diplomatic," he's also Ryder's closest liaison to the krogan in Andromeda.

PERSONALITY TRAITS

- Confident in his abilities but not sure where he fits
- Says what he thinks when he thinks it

PERSONAL BACKGROUND

Drack is a living fossil, a relic of the Krogan Rebellions held together with prosthetics and ample gumption. The old timer was among the krogan woken up to put down the uprising on the Nexus when the station reached Andromeda. He'll likely never forgive the Initiative for what it did to his people, and the last thing he wants to do is help Tann do it to anyone else. The Pathfinder must prove they are different before Drack will join the Tempest.

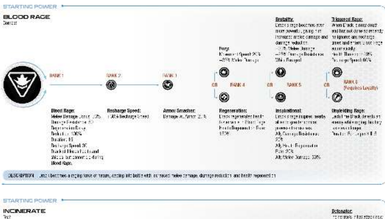
Drack came along with Clan Nakmor as they sought a new home in Andromeda, not really knowing his place in the clan anymore. When his fellow krogan left the Nexus and encountered the kett, Drack stepped into an old role, grabbing a gun. But what comes next in Heleus, finding a future for the krogan, is a task alien to him. He only knows how to tear things down, not build them up. At Ryder's side, he hopes to find a purpose beyond war—a reason for an old soldier with a million stories to instead live for the future.

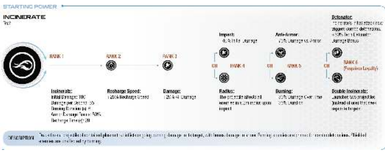
RECRUITMENT DETAILS

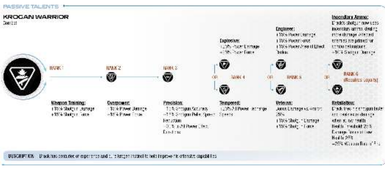
When: Mission 2: A Better Beginning

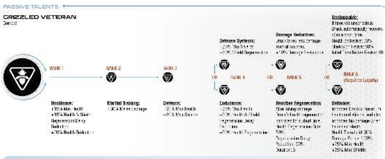
Where: Eos

Details: Drack is found slaughtering kett in a kett research facility next to a Remnant monolith.

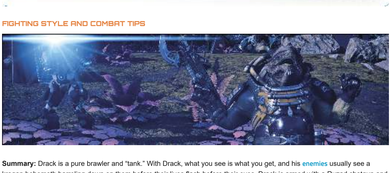








FIGHTING STYLE AND COMBAT TIPS



Summary: Drack is a pure brawler and "tank." With Drack, what you see is what you get, and his enemies usually see a krogan behemoth barreling down on them before their lives flash before their eyes. Drack is armed with a Ruzad shotgun and some sort of homemade industrial tool he uses as a melee weapon—so he's most comfortable fighting within hugging range. As with all krogan, he has access to the Blood Rage power. When Blood Rage is activated, his blood figuratively boils, transforming him into the embodiment of undying rage, so he becomes immune to death and deals bonus melee damage.

Synergies: Drack is a battle-hardened warrior who's fond of going deep and violating an enemy's personal space. Enable his bloodlust by either joining him in the fray to gang up on his victim or by supporting him from afar and incapacitating his targets while he does the dirty work. If Drack has the Incinerate tech power unlocked, you can take advantage and follow up its priming effect with your combo detonator powers. Additionally, Incinerate is well-suited for taking down armored monstrosities, such as Fiends and Destroyers.

Notable Power Spikes: Incendiary Ammo (Krogan Warrior, Rank 6) augments Drack's shotgun with the incinerate effect, allowing him to set up combo detonations without needing to use the Incinerate power. Once you've completed Drack's loyalty mission, consider using the Re-Spec Station to unlock this skill. You can then forgo spending his skill points on Incinerate and instead invest them in other powers or passives.

Inspirational (Blood Rage, Rank 5) emboldens nearby teammates with a significant damage-reduction buff and hefty melee-damage boost. This is particularly powerful if Ryder is optimized with the Vanguard profile (melee damage synergy).

Weaknesses: Drack's primary methods of attack revolve around his shotgun and unconventional melee weapon. Although Incinerate is a ranged power that's effective against armored units, he struggles against most Remnant foes due to their shields and flight capabilities. If you plan on exploring a vault with Drack, be sure to cover his weaknesses by pairing him with a member equipped with a shield-destroying power (for instance, Liam's Overload and Jaal's Energy Drain).

MASS EFFECT ANDROMEDA

The Squad

Jaal

RESISTANCE FIGHTER

VITALS

Species: Angara

Gender: Male

Age: Mid-twenties

Height: 193cm

Weight: 121kg

Occupation: Resistance Fighter, Scout

ROLE ON THE TEMPEST

Heleus Cluster Guide

As the only person on the Tempest who is native to the Heleus Cluster, Jaal serves as the guide to their new Andromeda home, its inhabitants, and its current political situation. He is also a natural-born tinkerer and self-taught engineer with a fascination for kett tech. Jaal acts as the conduit to the angara in general and the Resistance in particular.

PERSONALITY TRAITS

- Honorable and passionate
- Constitution strengthened by hardship
- As with most angara, wears his heart on his sleeve

PERSONAL BACKGROUND

Jaal comes from a powerful and influential family. His family is large—since the angara use “collective parenting,” he has several siblings and mothers (in addition to his ‘true mother’). They’ve been fighting the kett for decades, and for the most part, fighting a losing battle until the rise of the Resistance.

Although Jaal has only the basic education permitted by the kett occupational forces, he is unusually smart and very quick. He lives in the shadow of his more accomplished siblings and joined the Resistance because it was expected of him. He’s yet to find his true calling and eagerly joins

Through illegally obtained documents and experimentation, Jaal has taught himself a great deal. As a side interest, he has made it a personal mission to disseminate the angaran history, traditions, and culture through whatever means he can.

RECRUITMENT DETAILS

When: Mission 3: A Trail of Hope

Where: Aya

Details: Following the first contact between humanity and the angara, Jaalinsists on joining the Pathfinder team after Ryder’s consultation with Evfra.

STARTING POWER
ENERGY DRAIN
Tech
RANK 1
RANK 2
RANK 3
RANK 4
RANK 5
RANK 6
(Requires Loyalty)
OR
OR
OR
Energy Drain:
Recharge Speed:
Effectiveness:
Recharge Speed:
Effectiveness:
Persistent Drain:
Radius:
Auxiliary Drain:
Damage:
DESCRIPTION

STARTING POWER
STICKY GRENADE
Tech
Damage:
Concussion:
Anti-Armor:

RANK 1

Sticky Grenade:
Area Damage: 1000
Damage Radius (m): 3.5
Recharge Time (s): 20

RANK 2

Grenade Capacity:
+30% Recharge Speed

RANK 3

Damage:
+20% Damage

OR RANK 4

Radius:
+40% Damage Radius

OR RANK 5

Shrapnel:
Affected enemies now take additional damage over time.
Damage per Second: 45

OR RANK 6 (Requires Loyalty)

Anti-Shield:
+50% Damage vs. Shields

DESCRIPTION Jaal throws a grenade that sticks to any surface or enemy it hits and explodes after a short delay.

UNLOCKABLE POWER

AVENGER STRIKE

Tech

RANK 1

Avenger Strike:
Damage: 300
Recharge Time (s): 20

RANK 2

Recharge Speed:
+20% Recharge Speed

RANK 3

Damage:
+20% Damage

OR RANK 4

Bleeding Strike:
Jaal inflicts additional damage over time to his target.
Damage per Second: 20
Damage Duration (s): 5

Recharge Speed:
+25% Recharge Speed

OR RANK 5

Damage:
+40% Damage

Flash Strike:
Jaal's strike blinds enemies near his target, briefly reducing their damage.
Damage Debuff: -75%
Damage Debuff Radius (m): 5
Damage Debuff Duration (s): 6

OR RANK 6 (Requires Loyalty)

Momentum:
Striking successfully increases Jaal's damage for a short time.
Power Damage: 10%
Power Damage: 10%
Power Damage: 10%
Duration: 5

Disrupting Strike:
Increases damage to enemy shields and synthetic enemies, stuns targets and leaves targets primed for combo detonations.
Stun Duration (s): 5
+30% Damage vs. Shields
+30% Damage vs. Synthetics

DESCRIPTION Jaal cloaks before stealthily repositioning for a deadly strike from behind. This power is considered a melee attack.

PASSIVE TALENTS

REBEL SOLDIER

Combat

RANK 1

Weapon Training:
+10% Weapon Damage
+10% Weapon Force

RANK 2

Power Training:
+10% Power Damage
+10% Power Force

RANK 3

Efficiency:
+10% Weapon Rate of Fire
+10% All Power Recharge Speeds

OR RANK 4

Suppressive Fire:
Enemies Jaal shoots deal less damage for a time.
Enemy Damage Reduction: -20%
Duration: 5

Shredding Rounds:
Enemies Jaal shoots take extra damage over time.
Damage Over Time: 20
Duration: 5

OR RANK 5

Precision:
+10% Weapon Damage

Coverage:
+10% Power Area of Effect Radius
+10% Power Damage
+10% Power Force

OR RANK 6 (Requires Loyalty)

Momentum:
Jaal deals more damage for a short time after taking down an enemy.
Power Damage: 20%
Duration: 5

Destabilization:
Jaal deals more rifle damage after using a power.
Weapon Damage: 20%
Duration: 5

DESCRIPTION Improves Jaal's offensive capabilities.

PASSIVE TALENTS

RESILIENCE

Combat

RANK 1

Defensive Training:
+20% Max Shields
+10% Max Health

RANK 2

Disruption:
Bonus Melee Shield Damage: 20%
+20% Melee Damage

RANK 3

Regeneration:
+10% Health Regeneration
+20% Shield Regeneration

OR RANK 4

Fast Defense:
Increases shield regeneration rate and reduces the time before they start regenerating. Jaal also now cloaks when he evades.
+10% Shield Regeneration
+10% Health & Shield Regeneration Delay Reduction

Strong Defense:
Increases maximum shields. Jaal now cloaks when he evades.
+10% Max Shields

OR RANK 5

Advanced Disruption:
Increases melee damage and restores Jaal's shields with every successful strike.
Shields Restored on Melee Hit: 10%
+10% Melee Damage

Deflection:
Jaal takes reduced damage as long as his shields are up.
Damage Resistance: 15

OR RANK 6 (Requires Loyalty)

Retaliation:
When Jaal is hit by an enemy within 5 m he automatically retaliates with an electric burst that causes bonus damage to shields and stuns the target.
Recharge Speed: 15
Retaliation Damage: 150
Retaliation Damage Bonus vs Shields: 100%
Retaliation Damage vs. Synthetics: 50%

Desperation:
When badly wounded, Jaal automatically cloaks to protect himself.
Health Threshold: 20%
Recharge Speed: 10

DESCRIPTION Jaal's training and determination improve his defensive capabilities.

FIGHTING STYLE AND COMBAT TIPS

Summary: Jaal fits the role of an assassin and infiltrator, especially once Avenger Strike is unlocked (by investing at least 18 skill points in his other powers). As such, he prefers to use a sniper rifle, fighting from a safe distance and only engaging in close-quarters combat when necessary. He's also adept at taking out shielded foes with Energy Drain and knocking back groups of foes with his Sticky Grenades.

Synergies: Jaal pairs well with an aggressive Ryder—one who can take the heat off of him while he positions himself to snipe enemies. This is especially important if his Avenger Strike is unlocked. With Avenger Strike leveled, Jaal becomes an angaran ninja, cloaking in behind his target to deliver a sneak attack with his blade.

Notable Power Spikes: Investing at least 18 points in Jaal's skills unlocks Avenger Strike, which changes much of how he fights. He engages into melee range much more often since he essentially teleports behind the enemy, infiltrating their ranks. Although the attack is powerful, be sure to back him up!

Both Rank 5 upgrades of Energy Drain are excellent; they add a combo priming property to the ability, allowing you to follow up with a detonation.

Auxiliary Drain (Energy Drain, Rank 6) gives Jaal support capabilities, restoring 33% of the squad's shields in a large eight-meter radius.

Weaknesses: Like Peebee, Jaal can be difficult to keep alive if the squad is overwhelmed. Try to keep him nearby or behind cover using the Squadmate Orders functionality. He does have some survivability built into his combat kit, but Energy Drain's recharge time is rather long, so it's unreliable until its recharge speed is upgraded.

MASS EFFECT ANDROMEDA

Game Mechanics

Basics

This chapter is devoted to the bare essentials of the game, clarifying surface-level aspects and controls. For in-depth information concerning the exploration-based aspects of *Mass Effect: Andromeda*, use the alphabetically categorized Game Mechanics Glossary to look up the subject you want to examine further. For combat topics, proceed to the Combat **Concepts Expanded** chapter.

CONTROLS

Commands can be re-assigned through the > Settings Menu, Pause Menu > Game > Settings > Controls.

Gamepad controls are set through “Controller Configuration,” and keyboard/mouse controls are set through the “Key Bindings” in the controls menu.

GAMEPAD DEFAULTS

ACTION	PS4 CONTROLS	XBOX ONE CONTROLS	PC CONTROLS
Movement	Left Analog Stick	Left Analog Stick	WASD
Look	Right Analog Stick	Right Analog Stick	Mouse
Tight Aim			Mouse 2
Fire Weapon			Mouse 1
Jump			Space
Evade			Mouse 3
Vault/Mantle			L Ctrl
Power 1			1
Power 2			2

Power 3			3
Interact	(Hold)	(Hold)	E
Melee			F
Reload			R
Previous Weapon	(Hold)	(Hold)	Wheel Up
Next Weapon	(Hold)	(Hold)	Wheel Down
Sprint	**L3**	**L3**	Shift
Show Objective	**L3**	**L3**	Q
Camera Look /Swap Camera	**R3**	**R3**	L Alt
Weapon Wheel	Touchpad	View Button	Tab
Left Squadmate Orders			Z
Right Squadmate Orders			C
Both Squadmate Orders			X
Scanner			G
Skip Conversation			Space

NOMAD CONTROLS

ACTION	PS4 CONTROLS	XBOX ONE CONTROLS	PC CONTROLS
Brake/Reverse			S
Accelerate			W
Steer	Left Analog Stick	Left Analog Stick	AD
Handbrake	**L3**	**L3**	F
Headlights			B

Mining **Computer**			R
Return to Tempest			T
Exit Vehicle			E
Jump			Space
Boost			Shift
Camera Look	Right Analog Stick	Right Analog Stick	L Alt
ATV Mode			Mouse 2

KEYBOARD AND MOUSE DEFAULTS

Keyboard and mouse controls are fully supported and functional for the Windows version of the game. If you prefer aiming with a mouse, you may find it useful for sniping and aim-down-sights-based gameplay. Additionally, you can assign key bindings to sub-menus to bypass the added step of going through the pause menu. You can also use controllers with the Windows version of the game.

The essential commands for keyboard and mouse configurations are shown in the accompanying table. For a thorough list, see the in-game key bindings menu.

PLAYER ACTIONS

Ryder can perform various actions while on foot. There are two “modes”: one for non-combat areas, and one for combat-potential areas. While in non-combat areas (like a mission hub), you cannot draw your weapon, perform melee attacks, or use jump-jets.

INTERACT

The context-based Interact command is an all-purpose action used for performing various functions with objects. You will be prompted to use this action to open doors, use items, toggle switches, and so forth. It can also be used with a weapon drawn or holstered.

JUMP-JETS

While exploring a planet or traversing potentially hostile territory, Ryder is equipped with jump-jets, enhancing mobility.

Jump: Hold the Jump button to use your jump-jets to jump as high as possible. Tap the button to perform a “low jump.”

Evade: While moving on the ground, press the Evade button to boost in the direction that you’re moving for a quick dash. It is important to note that evades can be modified and even replaced with improved “dash” types by equipping specific profiles. See Profiles in the Combat **Concepts Expanded** section for more information on this topic.

Non-combat evade.

Combat evade.

Air Evade: While airborne, press Evade to dash through the air. This is typically used to enhance total jump distance or to dodge enemy attacks.

Hover Fire: Press and hold the Tight Aim button to activate counter-gravity jump-jets, keeping you airborne and in an aiming position. This can be combined with aerial power usage.

Mantle: Hold the Jump button to boost up and over nearby ledges during a jump.

Omni-Tool Melee Attack: While airborne, press the Melee button to come down with an area-of-effect omni-tool attack, damaging nearby enemies.

VAULT/MANTLE

While grounded, you can vault over an obstruction or ledge (usually around waist height) by using the Mantle command (an icon appears where this is applicable). Performing a vault over a barrier while your weapon is drawn executes a combat roll.

FIRE/SHOOT GUN

Shoot from Hip: This is the default mode of firing a weapon. It's not as accurate as firing while aiming, but this option doesn't incur a movement-speed penalty.

Tight Aim: Hold the Tight Aim button to focus your aim. Firing from this mode is much more accurate, but your walk speed is decreased.

COVER

While your gun is drawn, you can take cover against any large, solid object once you move close enough (triggered automatically).

While in cover, a shield icon appears near the bottom of the HUD (between the squadmate icons). Cover not only protects you from enemy fire, but it also allows your shields to regenerate much more quickly.

SAFETY NOT GUARANTEED

Getting behind cover should be your number one priority in most combat situations. However, certain enemies can adapt to your defensive positioning, so don't get too comfortable in one spot. For instance, the Wraith (a dog-like beast) is commonly deployed by the kett in order to flush you out of cover with its close-range attacks. Watch for this tactic and either take the animal out quickly, or find new cover. Also, be wary of weaponry designed to bypass cover and blast shields (like grenades and piercing-type guns). For instance, the Nullifier (a Remnant enemy) can deal damage to you with its piercing blast if you're sitting behind cover.

Aimed Cover Fire: Hold the Tight Aim button (or key) to pop out from cover. Firing from this stance grants a large accuracy bonus but exposes you to enemy fire.

Blind Cover Fire: Without aiming, press Fire while behind cover to perform a blind-fire attack in the enemy's general direction. Blind fire is generally ineffective against long-range foes. However, this technique can be used to stay safe while dishing out damage.

RELOADING

Press the Reload button to manually reload your weapon. Smart reload timing is very beneficial in battle, so consider reloading while under the safety of cover before engaging in a fight. You may need every single projectile in your clip! Most actions performed during a reload cancel it. You can jump while reloading without canceling it.

MELEE ATTACKS

Melee attacks are powerful close-range offensive options that deal excellent damage. Melee attacks are particularly handy when your gun clip is empty and you need to quickly deal damage to an enemy within range (instead of waiting for a reload to complete). Melee attacks do not use hard aim. Rather, they're aim-assisted and directed at your closet target (if you have one).

SWAP CAMERA VIEW

You can swap the shoulder that the camera looks over while your weapon is drawn. Press the Swap Camera/Re-Center button (or key) to achieve this. Switching the shoulder camera can improve your view in certain situations.

POWERS

Powers are special abilities used in combat. Most powers have a recharge time before they can be used again, while other powers consume a limited supply of power cells.

You can have up to three powers equipped, activated with their assigned buttons shown at the bottom right of your HUD. Certain powers have secondary functions, triggered by holding the command.

REVIVING

When a squadmate is knocked unconscious, approach the downed ally and hold the Interact button to revive them. While you are reviving an ally, you're vulnerable to attack, so assess the situation carefully before putting yourself in danger. Squadmates automatically revive when combat ends.

HEAD-UP DISPLAYS (HUD)

GENERAL (NON-COMBAT)

1. **Notifications:** Pop-up notifications are displayed here. They can include tutorial text, Nexus threshold unlocks, and changes in Viability.

2. **Compass:** The compass helps you navigate the area with cardinal-direction data to maintain your bearing. It places marker icons for almost everything relevant, such as the current active mission, your custom waypoint you've set through the map menu, and other points of interest that are marked on your world map. Sizes of the marker icons on the compass are scaled to their relative distance—the larger the icon, the closer the waypoint destination.

3. **Mission Tracker:** The Mission Tracker window is set to the top right of the HUD and provides pertinent information concerning the currently active mission (which can be set through the map menu or through the Journal interface). It notifies you of important updates, such as the fulfillment of a mission objective or the acquiring of new missions.

4. If missions other than the active one are updated, the Mission Tracker temporarily displays information for the recently updated mission instead.

5. Codex **Feed:** Recent miscellaneous information such as new Codex entries, added items, and XP rewards are shown in a scrolling temporary feed to the left of the screen.

CONVERSATIONS

Conversations provide opportunities for self-expression and making important decisions about story progression. A variety of choices and actions are available to you in conversations.

STORY CHOICES

Story choices let you decide how the story unfolds through decisions both large and small. They are represented with a multiple-paths icon in the Dialog Options Wheel.

TONE CHOICES

Tone choices help define Ryder's personality. Sometimes you have a choice between all four tones or a choice between two contrasting tones (emotional or logical, casual or professional).

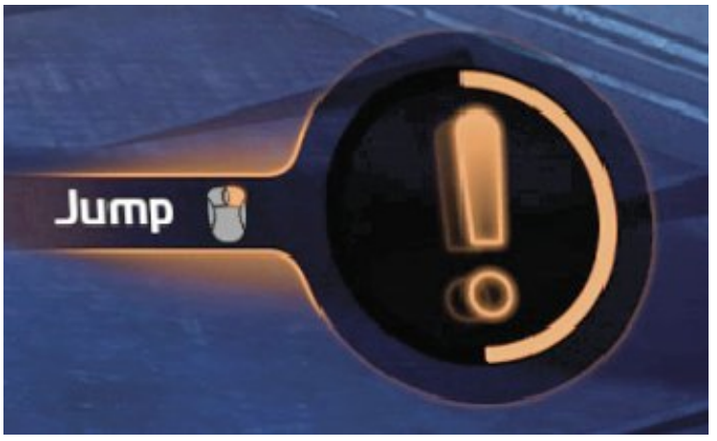
INVESTIGATIONS

At times, you may want to ask questions and get more information from a character before making a decision. These options are represented by a question-mark icon inside the Dialog Options Wheel.

Friendship and Flirting: By choosing certain options, you can form close friendships with some characters or even pursue romances. (Some characters require you to earn their loyalty before progressing into a romantic relationship.)

NARRATIVE ACTIONS

Narrative Actions are prompts that can appear in the middle of a conversation. You have a limited window of time to decide if you want to perform the action displayed on-screen.



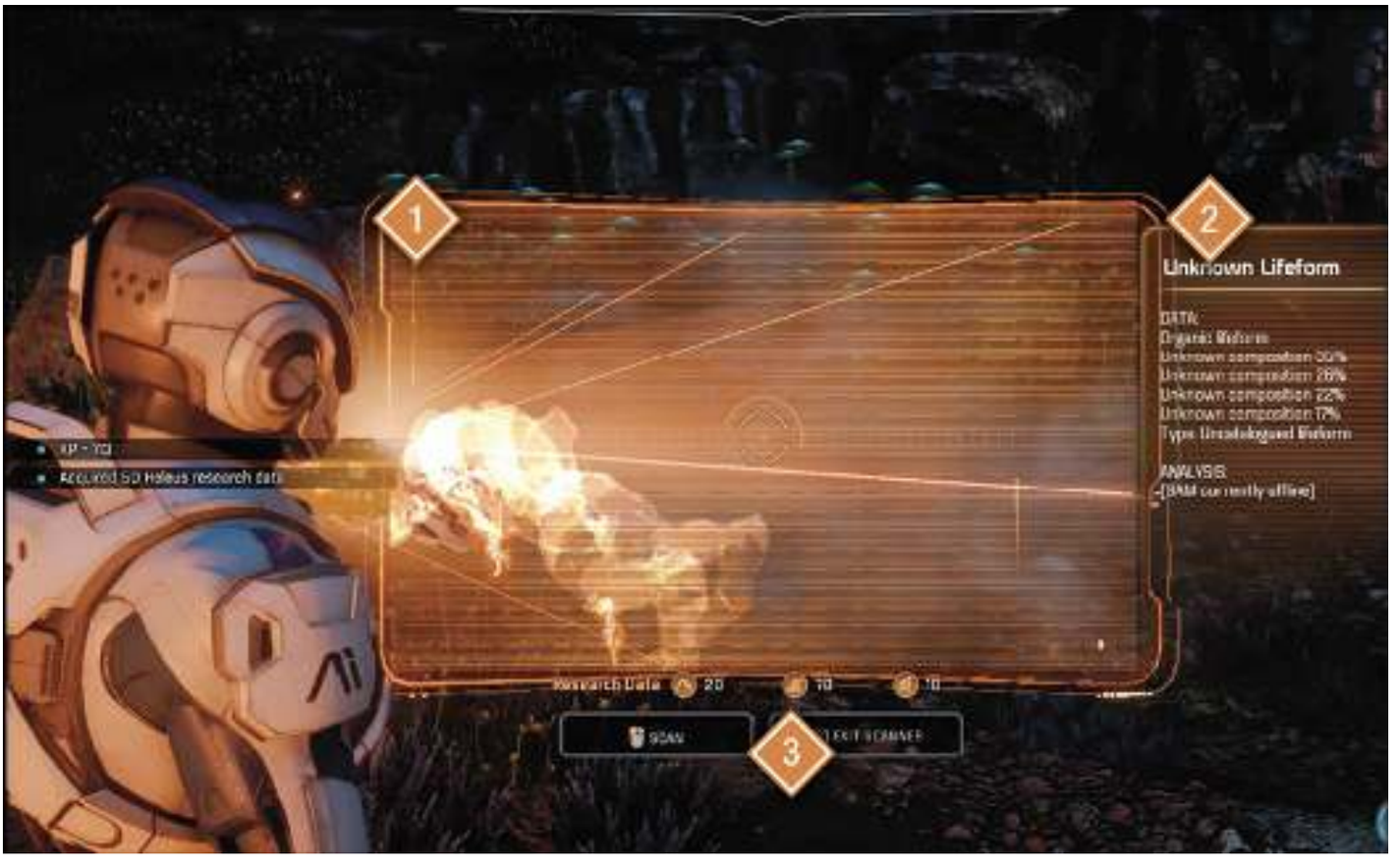
To intervene with an action, press the Tight Aim button before the on-screen timer ends.

SKIPPING

Most conversations and cutscenes can be skipped by using the assigned command.

SCANNER HUD

Opening the scanner with the assigned button (or key) reveals an additional HUD overlay.



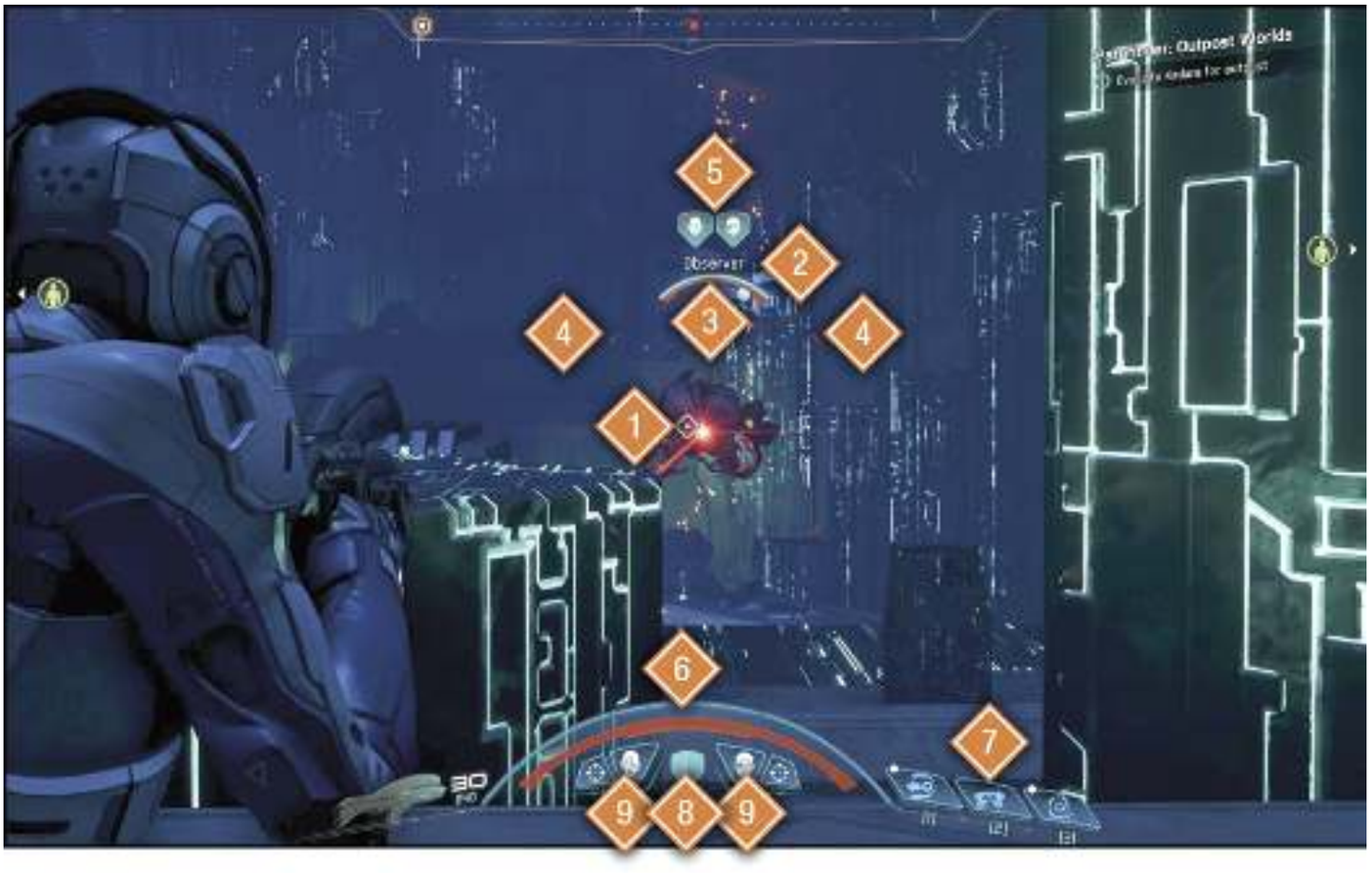
1. Scanner **Window:** The scanner's 3D beam projects a "window," detecting scannable objects in range. Scannable objects that have not been examined are fully highlighted with a distinct orange, while scanned objects are only outlined.

2. **Scan Results:** Details of the targeted, scanned object are to the right of the scanner window. If SAM is active, detailed and accurate information is shown, such as an object's physical dimensions and its material makeup.

3. **Research Data:** The three icons below the scanner window represent the amount of current Research Data. The left icon represents technology originating from the Milky Way, the center icon for all alien-related (Andromeda species) data, and the icon to the right represents data gathered on the Remnant.

COMBAT-ACTIVATED HUD

When your weapon is drawn, additional HUD elements appear, including a targeting reticle and squad status elements.



1. **Reticle:** The HUD reticle (or “crosshair”) display system not only guides your weapon aim, but it also conveniently provides updated contextual information where your eyes are naturally focused. Reticle features include a hit marker, a reloading indicator, and target-locking functionality.
   Normal Aim (Brackets) Reticle: The reticle’s bracket separation represents your weapon accuracy; the wider the bracket, the less accurate it is.
   Tight Aim (Circle) Reticle: Holding the Tight Aim key brings up a weapon-contextual reticle, enhancing your accuracy. Reticle sizes and shapes depend on weapon type as well as weapon technology.
   Scoped Reticle: While using a weapon equipped or modded with a scope (sniper rifles are all equipped with one), your zoom is amplified and your shots have pinpoint accuracy.Reload: While reloading, your crosshair is replaced with a reload animation.
   Hit Marker: When your shots land, a cross-shaped hit marker is shown on your reticle. A white hit marker shows up for normal hits while an orange one is displayed for critical hits on weak points.
   Target Eliminated: When the target you’re aiming at is killed, a large and distinct hit marker is displayed over the reticle.
2. **Enemy Name:** Enemy unit identification name. If unknown, this displays as “Unknown.”
3. **Health:** Enemy health is displayed as a bar over the enemy’s name. Shields are represented by a blue bar above the normal health bar. Armor health is yellow and functions similarly to normal health, except armored enemies take less damage per hit and are immune to certain effects.
4. **Soft-Aim Target:** Pointing your crosshair in the general direction of an enemy causes a soft-aim target lock, represented by a large bracketed rectangular reticle around the target. This secondary targeting system prioritizes the closest target to your cursor if there are multiple possible targets. Most damage-based powers (such as Charge and Overload) use the soft-aim target feature and do not require precise aim with your reticle, since these powers automatically seek out the enemy.
5. **Squadmate Target Icon:** When ordering squadmates to attack an enemy, their profile icon is displayed above the enemy health bar.

6. **Shields and Health:** The blue bar represents your regenerating shields, while the red bar shows your normal health. Health and shield regeneration begin after some time has lapsed since you were last damaged.

7. **Power Icons:** Displays the status of the three active powers you have currently loaded. Recharge time of a power is represented by a vertical fill overlay. When the power is ready to use again, its icon blinks. See Powers in Combat Concepts Expanded.

8. **Cover Icon:** Barriers, blast shields, and certain wall corners provide cover, protecting you from enemy fire. Whenever you're in a cover state, a shield icon lights up beneath your health bar.

9. **Squadmates:** Profile icons of your squadmates under your health bar provide information on their status and current actions.Status: When a squadmate takes damage, their profile icon lights up red. When they've been knocked unconscious, their icon is replaced with a red skull. Your field HUD marks your downed teammate accordingly.Action: An action icon next to the squadmate denotes their current action or power. A reticle means they're attacking with their primary weapon, 7 means they're en route to a location order, 3 means they're regrouping with you, and specific power icons are displayed when in use.

THE WEAPON WHEEL

The Weapon Wheel Head-Up Display (HUD) can be pulled up to pause the game (even during combat). With this HUD active, you can activate consumables, swap weapons, or access the Favorites wheel.

FAVORITES WHEEL

The Favorites wheel lets you quickly swap between custom profile and power loadouts. Favorites can be assigned through the Skills and Profiles sub-menus using the assigned key to bring up its assignment interface.

PAUSE MENU

The pause menu displays your status, ranging from Ryder's level, inventory capacity, available credits, Nexus Level, and mission details. You can also access various sub-menus using the radial wheel (or by clicking them if using a mouse). Within a sub-menu, you can navigate to other sub-menus indicated by a row of icons at the top of the screen. To see details regarding **Level** and Nexus Level, see the Game Mechanics Glossary.

SUB-MENUS

MAP MENU

Zoom: Use 7 Right Analog Stick / 3 Right Analog Stick or Mouse Wheel UP/DOWN to control map zoom.

Set Waypoint: Use the assigned button displayed at the bottom of the screen while pointing at any part of the map (as long as it's not a mission objective map marker) to place a custom waypoint (circle icon).

Set Active Mission: Identical to setting a waypoint but while a valid mission objective map marker is highlighted.

Switch Map Floor (or "Level"): See other floors of the current area by using 7 and 3 on the D-Pad (Xbox or PS4 controller). Using a mouse, click Mouse 1 on the floor navigation display at the bottom right of the interface.

JOURNAL

A mission is a catch-all term for a set of objectives to be completed. Most missions grant experience points when completed. The amount rewarded varies on a case-by-case basis.

1. **File Navigation Pane:** The journal organizes missions into folders and is navigated as such, with some folders being further divided into subfolders. Use the assigned button (or key) shown at the bottom to track the selected mission.

2. **Description Pane:** A description of a folder's contents or details of a mission, including a checklist of its objectives.

JOURNAL FOLDER DESCRIPTIONS

Priority Ops**:** The “main quest” missions required to complete the game’s story.

Allies and Relationships: Personal missions related to your squadmates and support crew.

Heleus Assignments: These missions are optional “side quests,” organized further by location.

Additional Tasks: Tasks are minor errands that usually involve collecting items or performing various actions. Generally, navpoints in these tasks span across multiple planets and areas, so you’re encouraged to only check them off when convenient, instead of making a single task your focus.

Completed Missions: All completed missions are moved here.

CODEX

The Codex is an information repository managed by SAM. Since it’s dynamically updated, it’s more like a pioneer’s personal journal than it is an encyclopedia. For details, see Codex in the Game Mechanics Glossary.

INVENTORY

The Inventory interface is a comprehensive listing of all of your items, sorted by five labeled tabs near the top of the screen. You can navigate through item types by using 1 and 5 on the D-Pad on an Xbox/PS4 controller or click Mouse 1.

Item Limit: You can only hold a finite amount of items, but not all items affect your carry-capacity. Only weapons, armor, mods, and consumables contribute to your item total. Salvage, research blueprints, and materials do not count toward this total.

Deconstruction**:** Deconstruction is the process of breaking down or destroying an item in your inventory in order to free up item space.

To deconstruct an item, select it in the Inventory menu and press the assigned Deconstruct button. A dialogue confirmation box appears with a list of materials recovered if you choose to complete the process. All weapons and armor grant materials when deconstructed. Other items are simply destroyed (equivalent to throwing them away or dropping them).

SKILLS

The skills menu is used to manage the squad's abilities and powers. By spending skill points (earned from leveling up), you can unlock additional active and passive powers or upgrade existing ones. Additionally, this interface is used to assign powers to your powers loadout, as well as to access the Favorites configuration interface (see the bottom of the skills HUD for command and input assignments). For a comprehensive list of Ryder's skill trees, see **Skills** in Combat **Concepts Expanded**.

PROFILES

Profiles are special settings that augment your combat effectiveness. The Profiles interface is unlocked shortly after the prologue mission. See Profiles in Combat **Concepts Expanded** for details.

GAME

Use this sub-menu for miscellaneous options, including loading saved games, changing game settings, and accessing helpful **in-game tutorials**.

THE LOADOUT INTERFACE

The Loadout interface is introduced upon receiving the Tempest, shortly after the prologue mission. It's used to swap squadmates, modify and manage equipment, and change Nomad customizations. It's important to note that you cannot perform any of these functions otherwise.

The Loadout menu is launched whenever you deploy to a non-hub area (areas with potential combat encounters). All forward stations provide a Loadout terminal for convenience while exploring a UNC. The Tempest has a Loadout locker installed near the bridge.

Game Mechanics Glossary

About the Glossary

This is a glossary of non-combat mechanics that aren't thoroughly discussed in the previous Basics section. Most topics covered here are introduced in the game after completing the prologue mission. Many of these topics are also included within the game's tutorials (accessed via the pause menu). This repository is provided alphabetically for convenient referencing.

MASS EFFECT ANDROMEDA

Game Mechanics Glossary

AVP (Andromeda Viability Points)

The Andromeda Initiative uses a proprietary metric, aptly called Andromeda Viability Points (AVP), to gauge its colonization efforts in the Heleus Cluster.

OVERALL VIABILITY AND PLANETARY VIABILITY

Note that there are two Viability types. One is AVP, the overall Andromeda Initiative Viability represented by an integer displayed in the pause menu.

The other type of Viability is a per-planet Viability rating, conveyed by a percentage value on the menu map of each planet. It can be accessed by pressing the assigned key displayed at the bottom of the pause menu.

The AVP value gives you a measure of your progress as a Pathfinder. The higher the score, the closer you are to satisfying the Andromeda Initiative's core mission. Your accrued AVP is displayed at the top-right corner of the pause menu. AVP can be seen as a type of experience points, except it's for raising the Nexus Level. (As the Nexus levels up, new Nexus areas become available.)

Additionally, planet Viability ratings are tracked individually, displayed in the HUD of the current planet map or in the Viability menu. (Eos, Voeld, Kadara, Havarl, and Elaaden each has its own Viability percentage rating.)

Raising the Viability rating's percentage on a UNC increases that planet's colonist activity, so expect to see more civilians populating the world as that planet's Viability increases.

The following is a list of methods and actions that raise per-planet Viability, along with an estimate of how much is raised:

- Exploring and unlocking a Remnant vault: +40%.
- Establishing an outpost: +20%. Requires a Viability of at least 40% (usually). Does NOT require completing the vault for that planet, but activating a vault is generally the simplest way to achieve this percentage.
- UNC main plot: ~+10%.
- Defeating the Architect: ~+10%.
- Destroying enemy base: ~+10%.
- B-sory completion: ~+10%.
- Priority Ops missions: Up to ~+10% for each planet related to the missions.
- Side quest: ~+2% to ~+5%.
- Establishing a forward station: ~2%.

A COMPLETELY VIABLE HELEUS

There's a special reward for obtaining 100% Viability on all planets. This can be obtained by completing most side quests and optional objectives related to the five major UNCs (you don't necessarily need to complete every single quest in the game). Once you have all planets at 100%, a special ceremony celebrating your pathfinding ability is unlocked.

MASS EFFECT ANDROMEDA

Game Mechanics Glossary

APEX & Strike Teams

APEX & Strike Teams is a peripheral activity that's completely optional and, for the most part, unrelated to Priority Ops, although it ties into Multiplayer aspects. For Single-Player purposes, it's largely a "set it and forget it" resource, providing bonus rewards like credits and minerals.

You can have several strike teams. The more you have available, the more missions you can undertake at once. Recruit strike teams by spending mission funds through the teams menu and equipping them.

Strike teams can earn positive and negative traits, depending on whether they succeed or fail on their deployed missions.

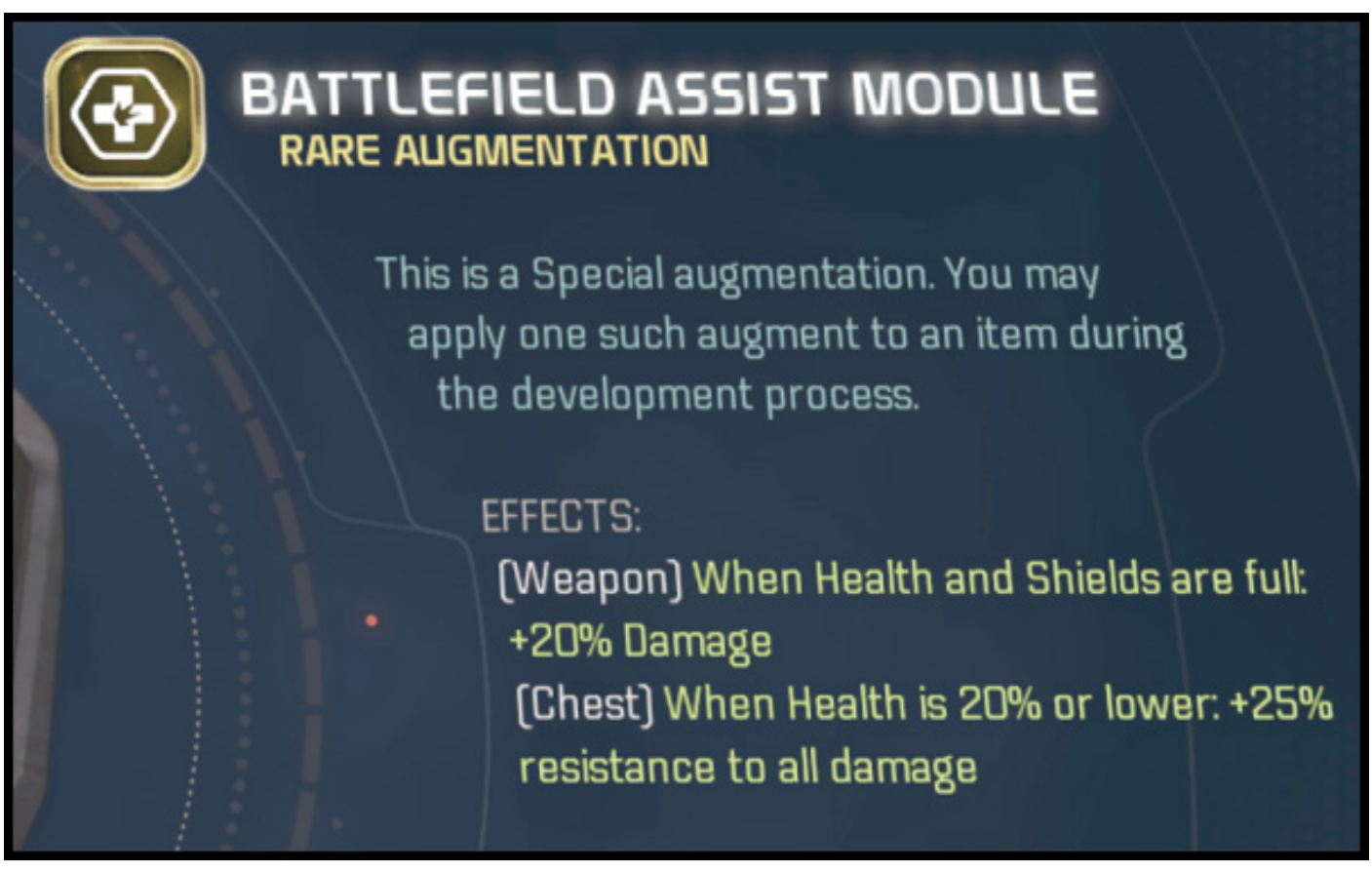
MASS EFFECT ANDROMEDA

Game Mechanics Glossary

Augmentations

Augmentations are research schematics that upgrade a piece of equipment (not to be confused with hot-swappable mods). Augmentations can only be applied to crafted items and only during the actual development of the piece of equipment being augmented. Augmentation slot counts can vary between items. Additionally, the Innovation Cryo Pod Perk automatically adds an additional augmentation slot on all developed items. Also note augmentation type limits in the augmentation's description—unique designations such as "Gun Projectile," "Special," and "Mods" have a one-augmentation limit of that type, while generic augmentations can be stacked.

An augmentation's effect can vary drastically depending on what piece of equipment is being augmented. For example, a Battlefield Assist Module augmentation provides a +20% damage bonus if it's installed into a weapon. If installed into a chest piece, it gives the wearer +25% damage resistance when their health drops below 20%.


BATTLEFIELD ASSIST MODULE
RARE AUGMENTATION
This is a Special augmentation. You may apply one such augment to an item during the development process.
EFFECTS:
(Weapon) When Health and Shields are full: +20% Damage
(Chest) When Health is 20% or lower: +25% resistance to all damage

Augmentations **are refunded when the item is deconstructed.** This is especially important for augmentations purchased via Research Data, since you can only ever buy these augmentations once. If you want to keep these augmentations, do **not** sell the augmented piece of gear—instead, deconstruct it so you can reuse the unique augmentation.

AUGMENTATIONS OBTAINED VIA RESEARCH

MILKY WAY TECH AUGMENTATIONS

AUGMENTATION	DESCRIPTION
Aerial Lubricant	(Weapon) When hovering: +35% Rate of Fire (Arms) When hovering: +35% Tech Damage
Aerial Performance Optimizer	(Weapon) When hovering: +35% Weapon Damage (Arms) When hovering: +35% Combat Damage
Aerial Stabilizer	(Weapon) When hovering: +35% Weapon Accuracy (Arms) When hovering: +35% Biotic Damage
Electrical Conduits	(Gun) Streams of electricity (Chest) Stuns melee attackers with electrical damage
Equilibrium Regulator	5% Damage bonus when moving slowly with a drawn weapon, +10% when moving faster
Grenade Launcher	(Non-shotgun weapons) Each projectile fired is now a grenade (Shotguns) Each pellet fired is now a grenade, but with reduced damage
Sticky Grenade Launcher	(Non-shotgun weapons) Each projectile is now a sticky grenade (Shotgun) Each pellet is now a sticky grenade, with lower damage per pellet

HELEUS TECHNOLOGY AUGMENTATIONS

AUGMENTATION	DESCRIPTION
Rebalanced Field Coils	(Gun) For the last 20% of the clip's ammo, gain +10% extra damage (Chest) Increases weapon accuracy by 10% when standing still
Vintage Heat Sink	Ammo refills automatically after a delay; no longer uses traditional ammo clips
Ricochet System	Each projectile can bounce off flat surfaces
Coolant System	Increases clip size by 20% when special ammo is active
Bio-Converter	When the current ammo clip is empty, drains 5% of health and refills the clip
Plasma Charge System	(Non-shotgun weapon) Fires direct-line explosive plasma bolts. Charge weapon to fire a devastating blast (Shotgun) Fires direct-line explosive plasma bolts (each less damage than normal rounds). Charge weapon for a more devastating blast
Concentration Module	+10% Weapon Accuracy when shields are 20% or lower
Seeking Plasma System	Changes weapon projectiles to seeking plasma bolts
Battlefield Assist Module	(Weapon) When health and shields are full: +20% Damage (Chest) When health is 20% or lower: +25% resistance to all damage

REMNANT TECHNOLOGY AUGMENTATIONS

AUGMENTATION	DESCRIPTION
Beam Emitter	Changes the weapon-fire type to an energy beam
Cryo Condenser	(Weapon) Cryo ammo freeze duration: +100% (Legs) On jump melee: Cryo Blast—+50% Cold Damage
Shield Disruptor	(Weapon) Disruptor Ammo: +25% Shield Damage (Legs) On jump melee: Shock Blast—extra 50% Electrical Damage
Heat Inducer	(Weapon) Incendiary Ammo: +25% Damage (Legs) On jump melee: Inferno Blast—+50% Heat Damage
Shield Oscillator	(Weapon) When clip empties: restore 25% shields (Chest) On enemy killed: restore 25% shields
Shield Sensors	(Weapon) 25% chance to gain 50% clip ammo when shields are broken (Chest) 25% chance to recover 10% of health when shields are broken
Power Booster	(Weapon) When current clip is full: +20% Power Damage (Chest) When health is 30% or less: +25% Power Status Effect Duration

Game Mechanics Glossary

Codex

The Codex is an information repository, managed and authored by SAM, and serves as a log of Ryder's exploits throughout the game. SAM adds a new entry whenever a notable person, place, or object is discovered (or examined with your scanner).

Many entries are dynamically updated when new information is available regarding that particular Codex subject. Updates to the Codex are displayed in an activity log to the left of your HUD during normal gameplay.

For convenience, the Codex is organized by context, with entries placed into relevant folders:

- **The Journey So Far…:** Events and breakdowns of major decisions you've made as well as your relationships with squadmates and support crew.
- **Finding a Home:** Major events revolving around the Initiative's primary mission (Priority Ops) can be found here.
- **Agent of Change/Exploring Heleus:** Both contain entries that go over decisions and results of optional side quests, detailing your decisions and their consequences.
- **A Crew Like No Other:** These are updated entries regarding the relationship between you and your crew.

MASS EFFECT ANDROMEDA

Game Mechanics Glossary

Containers

Containers (“treasure chests” or “loot”) can be found around the Heleus Cluster, providing all types of items, including minerals, salvage, equipment, and consumables.

Containers are divided into three categories: salvage, minerals, and normal. (For details on mineral containers, see Mining.)

DYNAMIC LOOT GENERATION

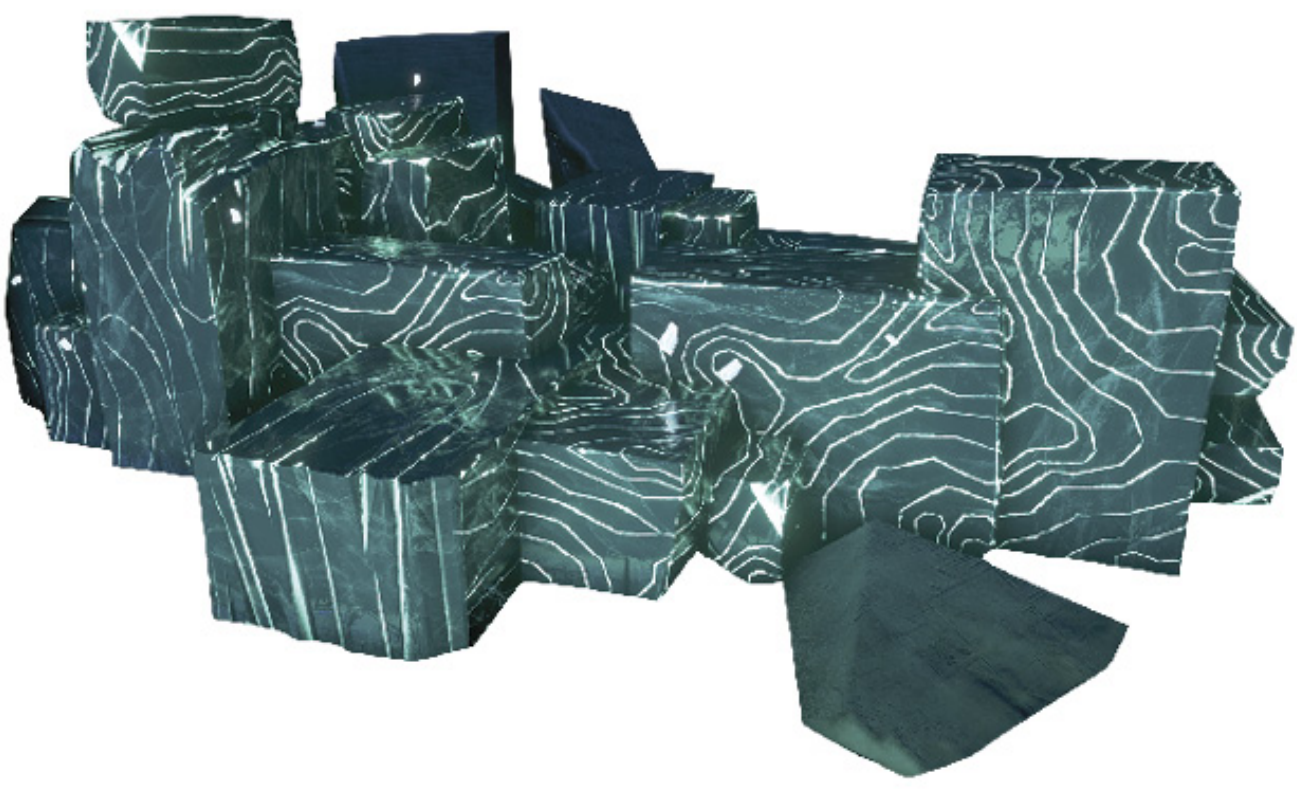
Non-quest and non-unique containers have their contents generated from behind-the-scenes “loot tables.” This means items found in containers are randomized; a specific chest containing items you find in one playthrough may contain differeing loot on another playthrough. The amount of ”pulls“ per table is also random within a certain range. A rare-type container may generate four items or eight in an alternate playthrough.

Loot generation occurs only once, and only when you get within a close proximity. This means you can save your game several meters away from a dynamic container, check its contents, then reload to have the container’s loot “re-rolled.”

Loot tables are grouped by rarity, item type, faction, and so forth. For instance, a rare kett container potentially draws four to eight items from a loot table that includes rare kett armory, kett research materials, salvage, and also a chance of consumables. The inner workings are complicated and beyond the scope of this guide, but the main gist is that bigger containers mean potentially bigger rewards.

SALVAGE CONTAINERS

A salvage container can be identified visually. These are usually represented as used or broken equipment set up in the field, and they’re distinguishable by their origin technology. Remnant salvage containers, for example, look like broken-down tiles reminiscent of their structures and vaults.



Salvage can be considered ”non-liquidated credits.” They don’t take up inventory space and have no use outside of trading to vendors for usable credits. Keep an eye out for unwanted salvage to rack up your credit count quickly!

NORMAL CONTAINERS

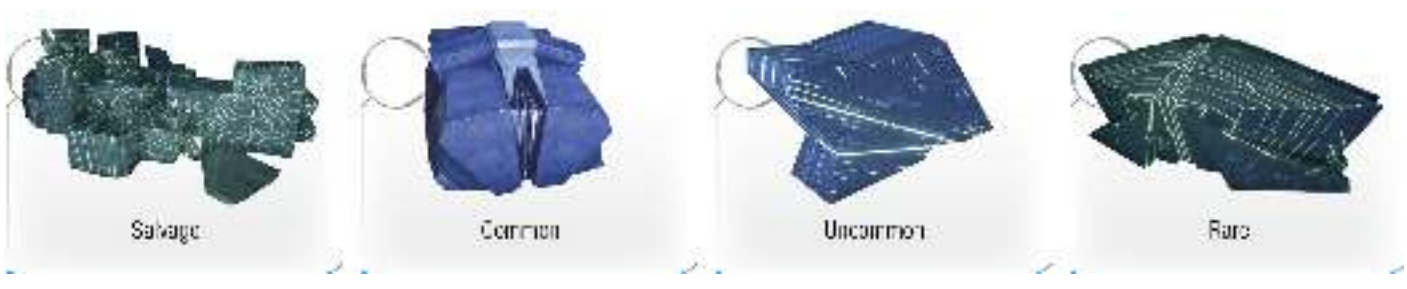
A ”normal“ container can be identified and distinguished visually. They can consist of a variety of items and are supplied by the personnel and species inhabiting the area. For instance, if you’re raiding a kett base, you’re likely to find kett containers holding supplies and equipment Kett would arm themselves with.

Normal containers can drop almost anything (excluding minerals). Normal containers can be further categorized into subgroups by rarity: **common**, **uncommon**, **rare**, and **unique**.

Furthermore, the contents in these loot boxes reflect the technology of whoever left them there (as with salvage containers). On an angara-populated planet, you may find a rare angaran chest containing a Zephyr Pistol (an angara-made gun) or angara-related materials for crafting one.

MILKY WAY

REMNANT



KETT

ANGARA

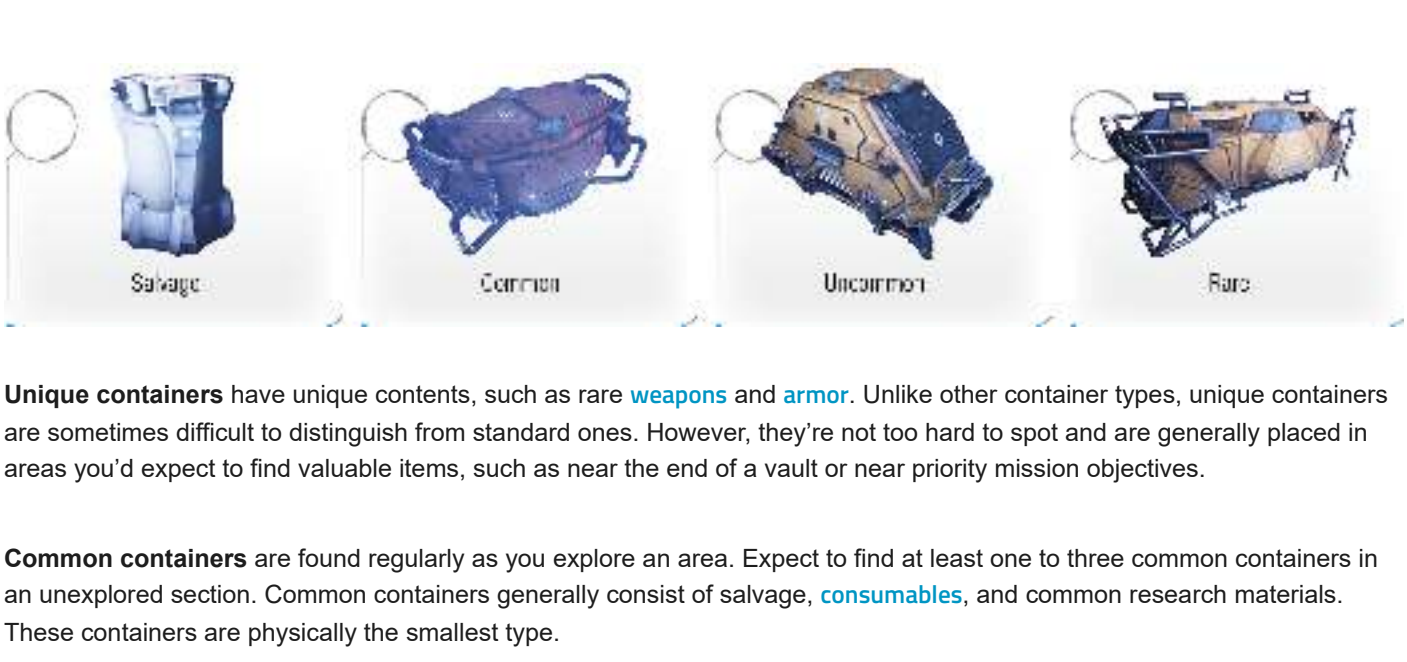
Unique containers have unique contents, such as rare weapons and armor. Unlike other container types, unique containers are sometimes difficult to distinguish from standard ones. However, they’re not too hard to spot and are generally placed in areas you’d expect to find valuable items, such as near the end of a vault or near priority mission objectives.

Common containers are found regularly as you explore an area. Expect to find at least one to three common containers in an unexplored section. Common containers generally consist of salvage, consumables, and common research materials. These containers are physically the smallest type.

Uncommon containers are found infrequently and contain similar types of items as common containers, but of a higher quality and greater rarity (e.g., moderate-to-high value salvage instead of low-value salvage). Uncommon containers are slightly larger than common containers.

Rare containers are physically large and easily distinguishable from common and uncommon containers. They have a higher likelihood of containing rare and ultra-rare equipment and high-quality salvage. As you’d expect, you won’t find many of these, and you’ll know when you see one.

Hidden cache containers, which draw multiple items from rare loot tables, are hidden around various UNCs. These are special containers, marked on the map if the Reconnaissance Cryo Pod Perk is unlocked. However, you do not need to have this perk to find and loot these (as long as you know where they are).



Game Mechanics Glossary

Credits

Credits are the currency standard used in trade between species from the Milky Way. They're primarily earned through selling salvage found in the Heleus Cluster. Note that natives of the galaxy may not accept credits until certain conditions are met.

Game Mechanics Glossary

Crew Info Board

The Crew Info Board can be found in the Tempest's crew quarters. It's a bulletin board where your squadmates can post casual banter. It's there entirely as flavor, so don't worry about potentially missing missions or important objectives from it.

MASS EFFECT ANDROMEDA

Game Mechanics Glossary

Cryo Pod Perks (AVP Status Control)

Cryo Pod Perks represent the support and aid given to Ryder and his/her crew by colonists in the Heleus Cluster. Perks are passive bonuses and rewards, categorized over three concept specializations: science, military, and commerce.

You're rewarded your first Cryo Pod Perk point after establishing an outpost on Eos. Additional points can be earned by gaining more AVP and gaining Nexus Levels (which are earned by generally being an effective Pathfinder).

Perks costs one perk point and, unlike skill points, they are **non-refundable** once spent.

Note that some give immediate bonuses while some give bonuses over time that can be collected from the Tempest. Once a timed reward has been generated, no additional rewards from that particular perk are generated until the player picks up the current one.

SCIENCE POD PERKS

PERK NAME	REQUIREMENTS	REWARD
Lab Technicians	—	Earn research points at regular intervals.
Mining **Operations**	—	Receive a selection of minerals at regular intervals.
Improved Development	Lab Technicians	Increases Research Data gain from all sources by 10%.
Expanded Field Analysis	Mining Operations	Additional common mining nodes are made available.
Expanded Field Analysis	Viability of 90% required on Elaaden	Additional rare mining nodes will be made available.
Accelerated Research	—	Reduces the amount of time it takes to earn research points.
Accelerated Mining	Mining Operations, Viability of 70% required on Elaaden	Reduces the amount of time required to gather minerals.
Improved Development II	—	Further increases Research Data gain from all sources by an additional 10%.
Innovation	—	Increases augmentation slots by one on all research projects.

MILITARY POD PERKS

PERK NAME	REQUIREMENT	REWARD
Munitions	—	Receive a drop of consumable supplies at regular intervals.
Hunting Parties	—	Receive organic materials at regular intervals.
Special Forces	—	Receive tech materials at regular intervals.
Reconnaissance	—	Reveals hidden caches around established forward stations.
Advanced Training	One of the following perks unlocked: Munitions, Hunting Parties, Special Forces, OR Reconnaissance	Gain a bonus of +10% gained for completing encounters.
Always Prepared	Munitions, Viability of 70% required on Eos	Unlocks one extra consumables slot.
Versatility	Always Prepared, Viability of 90% required on Eos	Unlocks one additional consumables slot.
APEX Tactics	—	Earn 15% more credits for APEX missions.
APEX Tactics II	APEX Tactics	Earn an additional 15% credits for each completed APEX research.
Ears to the Ground	—	Grants a 20% chance to receive weapons or armor when an APEX mission is completed.

COMMERCE POD PERKS

PERK NAME	REQUIREMENT	REWARD
Financial Infrastructure	—	Earn credits from investments at regular intervals.
Financial Infrastructure II	Financial Infrastructure	Earn a large amount of credits from investments at regular intervals.
Grey Market Connections	—	Improves prices when buying and selling items.
Grey Market Connections II	Grey Market Connections, Viability of 70% required on Kadara	Further improves prices when buying and selling items.
Market Dominance	—	Gain access to special inventories from merchants.
Supply Lines	Unlock one of: Financial Infrastructure II OR Grey Market Connections II, Viability of 90% required on Kadara	Increases the amount of raw materials and consumables that can be purchased from traders.
Trade Capacity	—	Increases inventory capacity.
Trade Capacity II	Trade Capacity, Viability of 70% required on Kadara	Further increases inventory capacity.
Fusion Mod Support	Market Dominance, Viability of 90% required on Kadara	Cuts the penalty of all Fusion Mods in half.

Game Mechanics Glossary

Deconstruction

Deconstruction is the process of breaking down or destroying an item in your inventory. For freeing up inventory space, it's an excellent alternative to selling your unused weapons and armor, especially if you're not in need of credits (and if you're diligently pillaging salvage containers, you mostly aren't).

To deconstruct an item, select it in the inventory menu and press the designated Deconstruct button displayed at the bottom of the HUD. A dialogue confirmation box appears with a list of materials recovered if you choose to complete the process. All weapons and armor grant materials when deconstructed. Other items are simply destroyed (equivalent to throwing them away or dropping them).

Game Mechanics Glossary

Emails

Two email stations are installed on the Tempest. One is located in the Pathfinder quarters; and the other is on the bridge, behind Suvi. Received emails generally consist of responses from people you've interacted with. You may also receive requests from others asking for help; these side missions can be activated by pressing the Confirm button while highlighting the email. Mission request emails are marked with a distinct icon next to them.

Check your inbox frequently—your team can email you for a myriad of reasons, ranging from an invitation to a friendly outing to a plea for help in an urgent task.

Game Mechanics Glossary

Forward Stations

Forward stations are deployed from the Tempest to give you a foothold in key areas on a planet. Thanks to Suvi, your map is automatically marked with potential forward station plots whenever you land on a new planet. Forward stations provide several features and luxuries, and there is no cost to calling one down.

Calling Down a Station: To call down a forward station, simply get within range of the holographic overlay provided by SAM.

Fast Travel: You can fast travel to any established forward station via your world map. Select the forward station and press the Confirm button. Note that forward stations aren't the only points you can fast travel to. Any map marker with an added fast-forward symbol next to it can be used as a fast travel point (such as the Tempest).

Resupply: You can fully restore your shields, health, power cells, and life support by visiting a forward station (on foot or while driving the Nomad). The Nomad is also repaired in this manner.

Change Loadout: Each forward station includes a loadout station. Use it to open the Loadout interface if you'd like to swap out squadmates or manage your equipment.

Call Nomad: The Nomad function deploys the Nomad to your position. On planets where the Nomad is unavailable, this panel on the forward station is instead used to call in an extraction to the Tempest.

Find Minerals: Establishing a forward station reveals all mining zones in the vicinity. Use the Nomad's mining interface to call down a probe to collect and add minerals to your inventory.

Sensor Logs: Sensor logs are available at most forward stations to provide information on nearby events.

MASS EFFECT ANDROMEDA

Game Mechanics Glossary

Fusion Mods

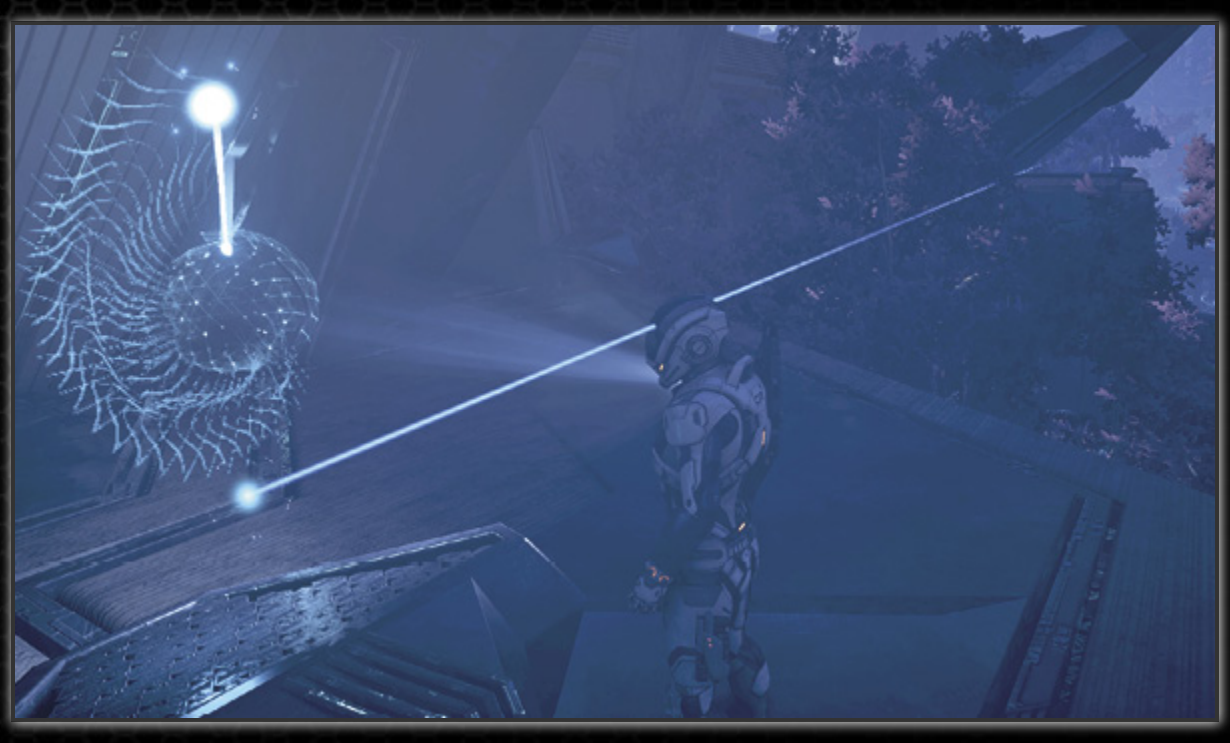
Fusion Mods are unique mods, specifically fitted for Ryder's chest gear. These are obtained as rewards for defeating powerful Remnant Architects or for activating dormant Remnant vaults. Fusion Mods provide significant bonuses tailored for specific play styles, designed with both positive and negative effects. Fusion Mods, like weapon mods, can be equipped and unequipped in the Loadout interface.

FUSION MOD NAME	POSITIVE EFFECT	NEGATIVE EFFECT / NEGATIVE EFFECT WITH FUSION MOD SUPPORT PERK IN PARENTHESES	OBTAINED FROM
Fusion Mod of Shielding	+50% Max Shields	-50% Max Health (-25%)	Eos Vault Activation
Fusion Mod of Robotics	+25% Tech Construct Health, +25% Tech Construct Damage	-50% Max Shields (-25%)	Havarl Vault Activation
Fusion Mod of Adrenaline	On Kill: Recharge All Active Powers	-50% All Power Recharge Speeds (-25%)	Havarl Secret Container*
Fusion Mod of Resistance	+20 Damage Resistance	On Evade: -50 Health (-25)	Voeld Vault Activation
Fusion Mod of Rapid Deployment	+50% All Power Recharge Speeds	-30% Weapon Damage (-15%)	Kadara Vault Activation
Fusion Mod of Rupture	+25% Weapon Headshot/Weak Point Bonus	-70% Weapon Clip Size (-35%)	Elaaden Vault Activation
Fusion Mod of Biotic Mastery	+30% Biotic Power Damage	-20% Melee/Weapon/Tech Power/Combat Power Damage (-10%)	Eos Architect Neutralization
Fusion Mod of Hovering	+100% Hover Duration	-30% Weapon Damage (-15%)	Voeld Architect Neutralization
Fusion Mod of Tech Mastery	+30% Tech Power Damage	-20% Melee/Weapon/Biotic Power/Combat Power Damage (-10%)	Elaaden Architect Neutralization
Fusion Mod of Battering	+30% Melee Damage	-20% Weapon/Tech/Biotic Power/Combat Power Damage (-10%)	Kadara Architect Neutralization
Fusion Mod of Health	+100% Max Health	-50% Max Shields (-25)	Defeat the Archon's Sword (The Journey to Meridian)

Havarl's Secret—Fusion Mod of Adrenaline

The Fusion Mod of Adrenaline is unique, as it's found in a secret compartment on Havarl instead of being a reward for activating a vault or defeating an Architect. To access it, you must have completed the mission, "A Dying Planet," along with reading Addison's follow-up email. Next, find the Remnant console located on the map at the following location.

Activate the console, then, with your scanner, follow the highlighted connection west, leading to a climbable outcropping (using the Remnant blast shields as climbing platforms). Another Remnant console is at the top of the climb. Its link points to a gravity well off in the distance on another pillar. Activate the console, then follow the link to ascend that pillar.



After scaling the pillar, use the gravity well to transport north through Havarl to one more console. Interface with the console to bring up a Remnant Decryption Puzzle. Complete the puzzle (the solution can be found under Remnant Decryption Puzzles in this glossary) to activate another gravity well. Use the gravity well to levitate to a small room, housing your reward.

Game Mechanics Glossary

Galaxy Map

See the **Galaxy Map** section for a complete listing and unlock conditions of systems found in Andromeda.

MASS EFFECT ANDROMEDA

Game Mechanics Glossary

Hazards (Global)

While these ”golden worlds“ show promise of human colonization, most are still environmentally hazardous, with the potential to kill the reckless. There are several types of global hazards, each having varying levels of severity, displayed at the bottom left of your HUD. The higher the severity of the environment you’re in, the faster your life support gauge drains.

Life support can be restored through various means, depending on hazard type. For instance, if you’re suffering from extreme cold on Voeld, you can find an installed heater to warm up.

Level 1 hazards are generally manageable for long periods of time. You can usually explore and complete objectives under Level 1 severity.

Level 3 and 4 hazards drain your life support extremely quickly. This usually means the area is off-limits until the severity declines (either through activating vaults or progressing through the main story).

GLOBAL HAZARD TYPES AND LOCATIONS

Radiation: Eos, H-047C

Electrical: Habitat 7, Eos

Cold: Voeld

Heat: Elaaden

Game Mechanics Glossary

Hazards (Local)

Local hazards are danger zones that rapidly inflict damage to you while you're in contact with them. Most are obvious, such as lava and visibly coursing electricity. Other hazards to watch out for include ice geysers, scourge clouds, Remnant fluids, and poisonous gas. They're usually avoidable, so don't stand in the fire!

Game Mechanics Glossary

Heleus News Service

This news terminal can be accessed in the Nexus docking bay (near the door to the Tempest). It's available for use after establishing the Initiative's first outpost on Eos. Its newsfeed is updated with summaries of major events surrounding the Andromeda Initiative, of which you're usually the center.

Game Mechanics Glossary

Journal

For mission details, refer to the Priority Ops and Secondary Ops chapters of this book.

Game Mechanics Glossary

Level (Player Level)

A character's level represents their overall skill and experience. Levels are gained upon accumulating sufficient experience points (through combat, exploration, completing quests, etc.).

Ryder gains:

- Three skill points per level for Levels 2 and 3.
- Four skill points per level for Levels 4 through 10.
- Five skill points per level for Levels 11 through 25.
- Six skill points per level for Levels 26 through 70.

Squadmates gain two skill points per level, but also gain 36 max health and shields (Ryder never gains health or shields for leveling up).

MASS EFFECT ANDROMEDA

Game Mechanics Glossary

Mining

Minerals can be mined on foot using Ryder's omni-tool, or by calling down mining drones from the Nomad while in a mining zone (displayed on your map, near forward stations). While exploring the Heleus Cluster in the galaxy map, you may also find anomalies containing large mineral deposits, collected with a probe.

Mineral nodes are plentiful in outdoor areas, particularly at the bottom of hills and rocky terrain, so keep a lookout.

Game Mechanics Glossary

New Game+

This feature opens up after completing the Priority Ops (main quest) mission chain. When a completed game save is detected, a “New Game+” option appears in the main menu upon selecting “New Game.” Starting a new game with this option allows you to start a brand-new game, except with most of your previous stats carried over, starting from the Character Creation interface. Before you begin, you can alter various customizations, such as which Ryder twin to play, as well as his or her training history.

Replaying the game with New Game+ makes for a good opportunity to complete the game on higher difficulty settings, since you have access to all of your gear, skills, and profiles.

Kept Data:

- Levels (skill points)
- Powers
- All non-mission items (excluding special quest items)
- Research Data
- Credits

Reset Data:

- Special mission items
- Mission progression
- Narrative choices
- Cryo Pod Perks
- Codex entries

Game Mechanics Glossary

Nexus Level

As you gain AVP, the Initiative's primary objective progresses and the Nexus gains levels. Gaining Nexus Levels rewards you with Cryo Pod Perks (comparable to your personal skill points). The Nexus Level caps at 20. At the level cap, you can purchase and unlock all available Cryo Pod Pperks (provided you've accumulated enough per-planet Viability for certain perks).

Unrelated to Nexus Level, parts of the Nexus expand upon reaching certain points in the main story (such as the tech lab and the Vortex Bar opening up after Ryder activates the vault on Eos).

MASS EFFECT ANDROMEDA

Game Mechanics Glossary

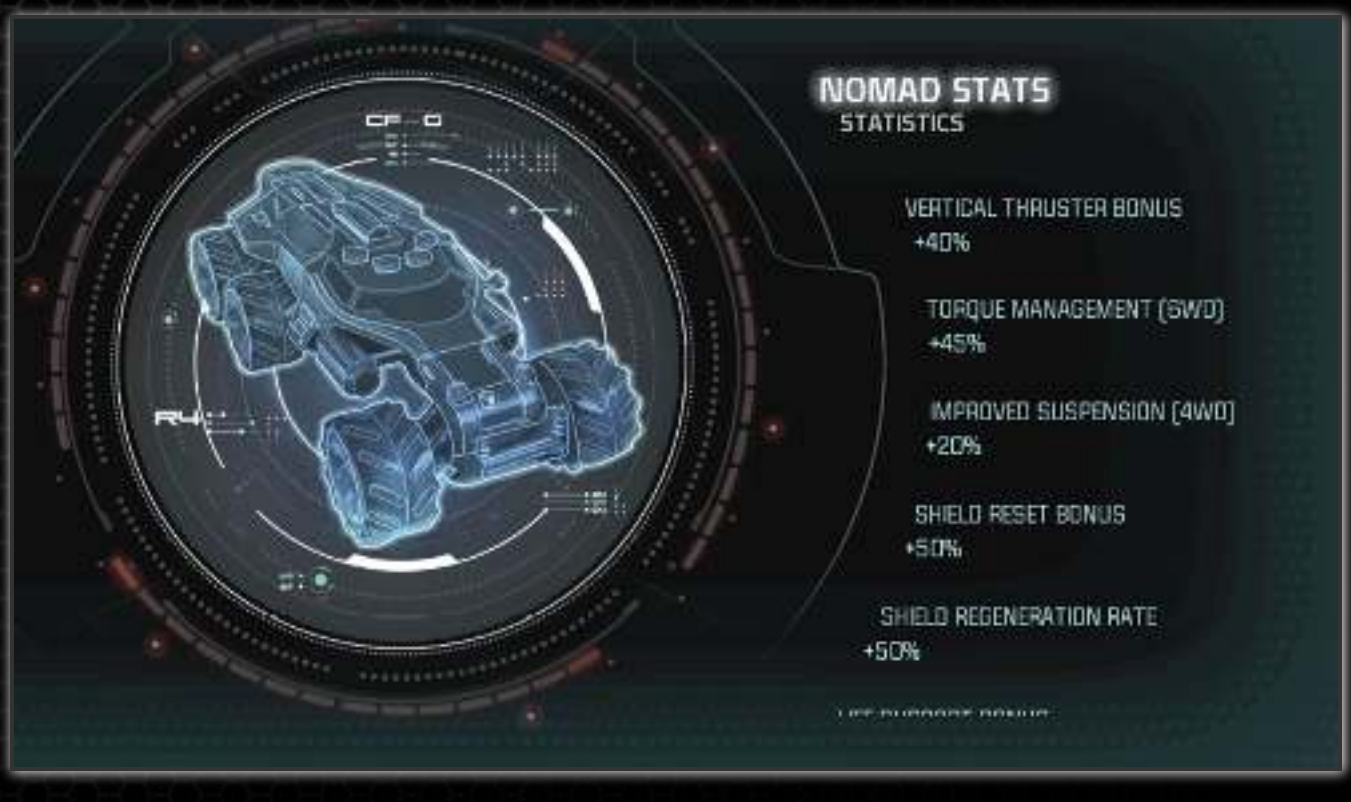
Nomad

The Nomad is an agile all-terrain vehicle unlocked shortly after the prologue mission. It's your primary mode of transportation for exploring large, open areas. The Nomad is loaded with features, including a four-wheel-drive all-terrain mode, allowing for easy traversal up and over steep hills (and even mountains!). Fully developed upgrades for the Nomad can be purchased from shops, such as the Vehicle Vendor on the Nexus. Furthermore, Nomad blueprints are rewarded to the player as they level up, which can then be developed at a research center. The Nomad's stats can be viewed through the statistics menu, accessed via the skills menu. Use the designated key displayed at the bottom of the HUD, labeled, "View Statistics."

The Need for Speed—Nomad Upgrades

Upgrading the Nomad may seem trivial and non-essential at first, but the difference between an upgraded Nomad and a non-upgraded one is night and day. While it may not help you in several combat scenarios, the Nomad provides an added layer of defenses in open areas, as it acts as another source of cover.

Additionally, the Nomad's thrusters, suspension, and torque can all be upgraded for a much-improved driving experience. Upgrading the Nomad cannot be recommended enough, so be sure to do some mining! Nomad upgrades all depend on minerals for development.



MASS EFFECT ANDROMEDA

Game Mechanics Glossary

Outposts

Outposts are potential colonial settlements established on golden worlds, expanding the Initiative's efforts and progressing overall Viability. Most importantly, they create valuable living space, allowing for the revival of hibernating colonists still in cryostasis. These freed colonists reward you with Cryo Pod Perks (see **Cryo Pods**).

Establishing an outpost on a planet requires raising its tracked Viability to a minimum percentage (see **AVP**). Finding and completing the Remnant vault on a planet raises its Viability considerably and, on its own, is usually enough to establish an outpost there. However, it's also possible to raise the Viability rating through other activities on the planet without completing the planet's vault (although that's extremely difficult!).

Game Mechanics Glossary

Peripheral Information (Datapads, Information Walls, Terminals)

As you explore, you may come across a variety of objects like datapads, Information Walls, and log terminals. Occasionally, these contain objectives for missions, or they may contain a trigger to start one of these activities. For the most part, these items provide peripheral background information, adding to the setting, and immersing you into the game's lore.

MASS EFFECT ANDROMEDA

Game Mechanics Glossary

Remnant Decryption Puzzles (“Remdoku”)

Certain Remnant consoles are locked via mini-game decryption puzzles. Like Sudoku, these puzzles test a player’s logic and deductive skills. The object of the game is to fill in the entire grid so that each row, column, and region (sub-grids marked with a distinct outline) contains all Remnant glyphs for that console; if there are four rows, then there are four glyphs for that console. Since each row/column/region needs to contain all glyphs, this means there can be no duplicates within those subsets.

Usually, a couple of glyphs are missing from the puzzle (indicated with a “?” on the grid), and the puzzle can’t be decrypted unless all glyphs are revealed. To reveal them, use the scanner to survey the surrounding area; connective wiring exposed with the scanner provides clues to where the glyph panels are located. Find and scan glyph panels to add them to the puzzle. SAM notifies you once all glyphs are found so you can activate the console and begin playing the Remnant Decryption Puzzle.

Remnant Decryption Keys can be used to bypass these puzzles; however, there are a select few that cannot be bypassed this way.

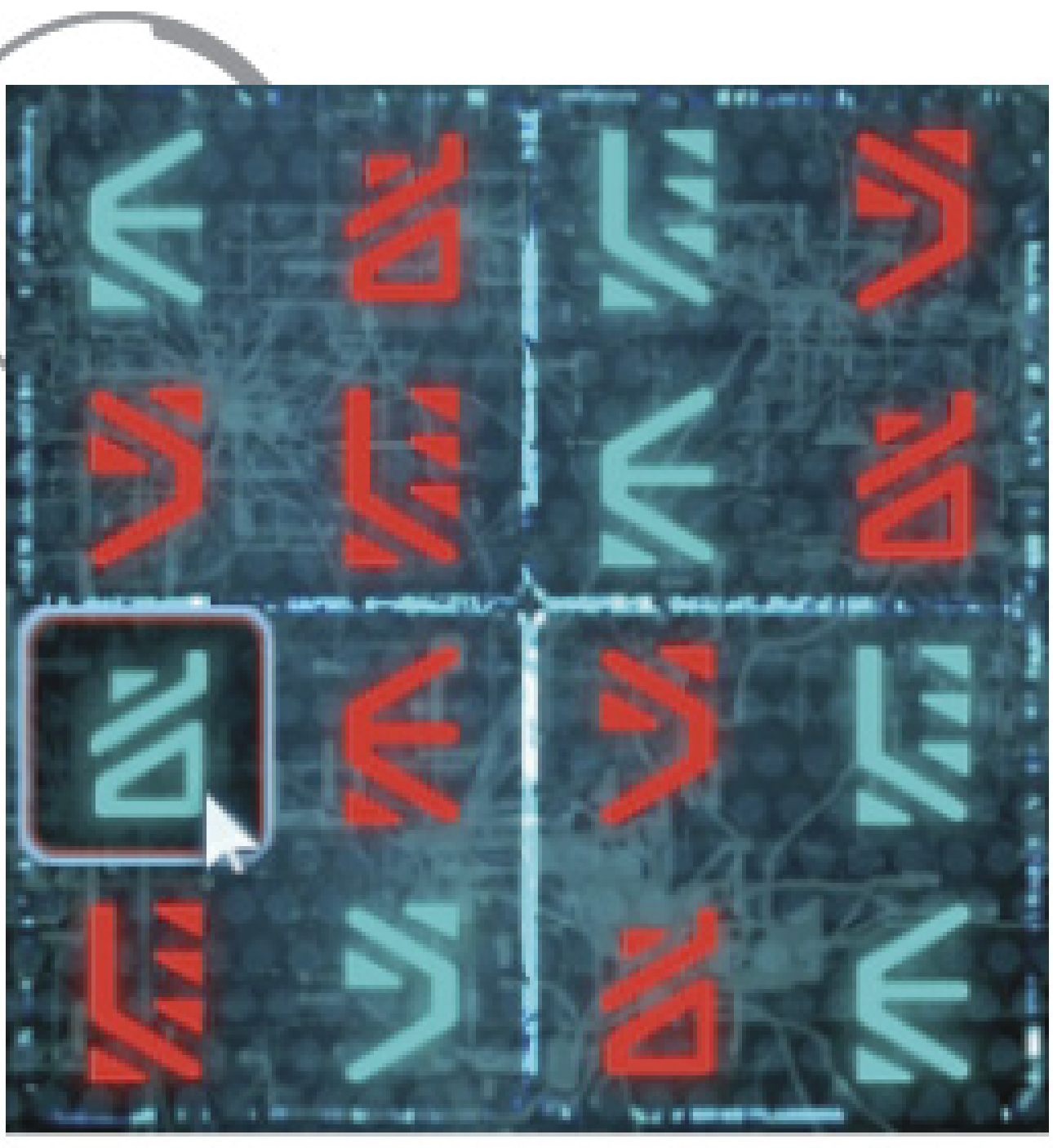
REMNANT DECRYPTION PUZZLE TIPS

If you know three glyphs for a group (assuming four per group), then the remaining glyph must go into the remaining slot.

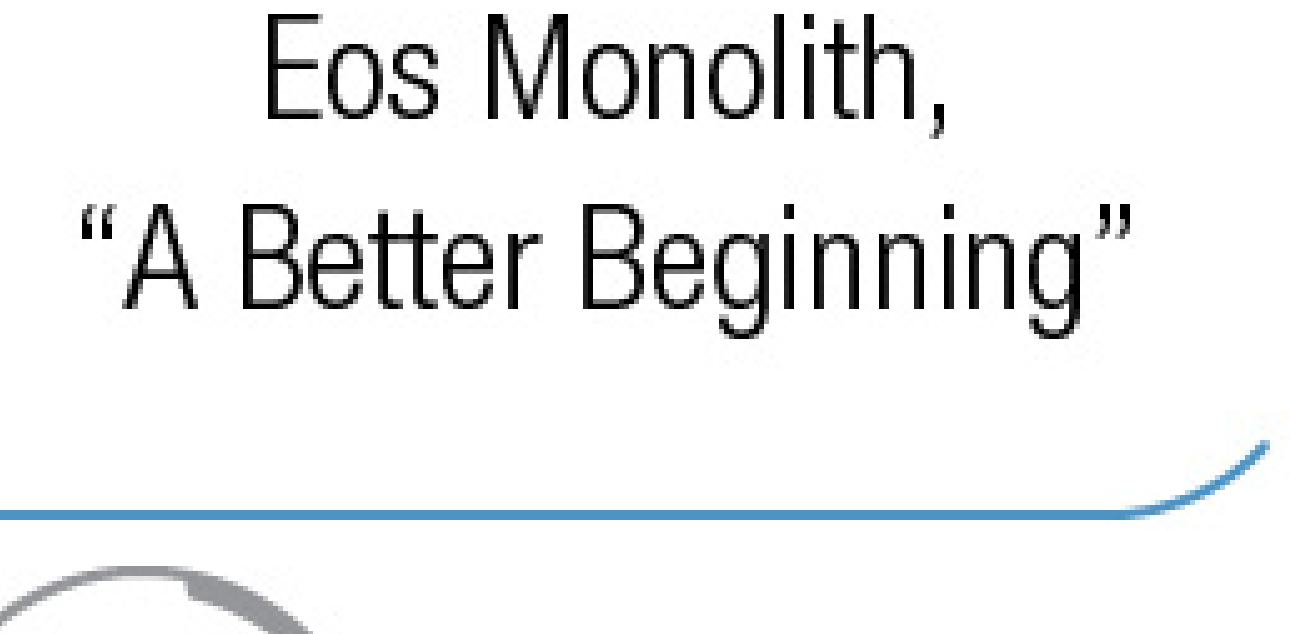
Work on solving slots that complete the most groups, making sure there are no duplicates in the row/column/region.

If there are multiple candidates possible to solve a specific slot, you can logically eliminate them by trial and error, checking validity in other slots and groups.

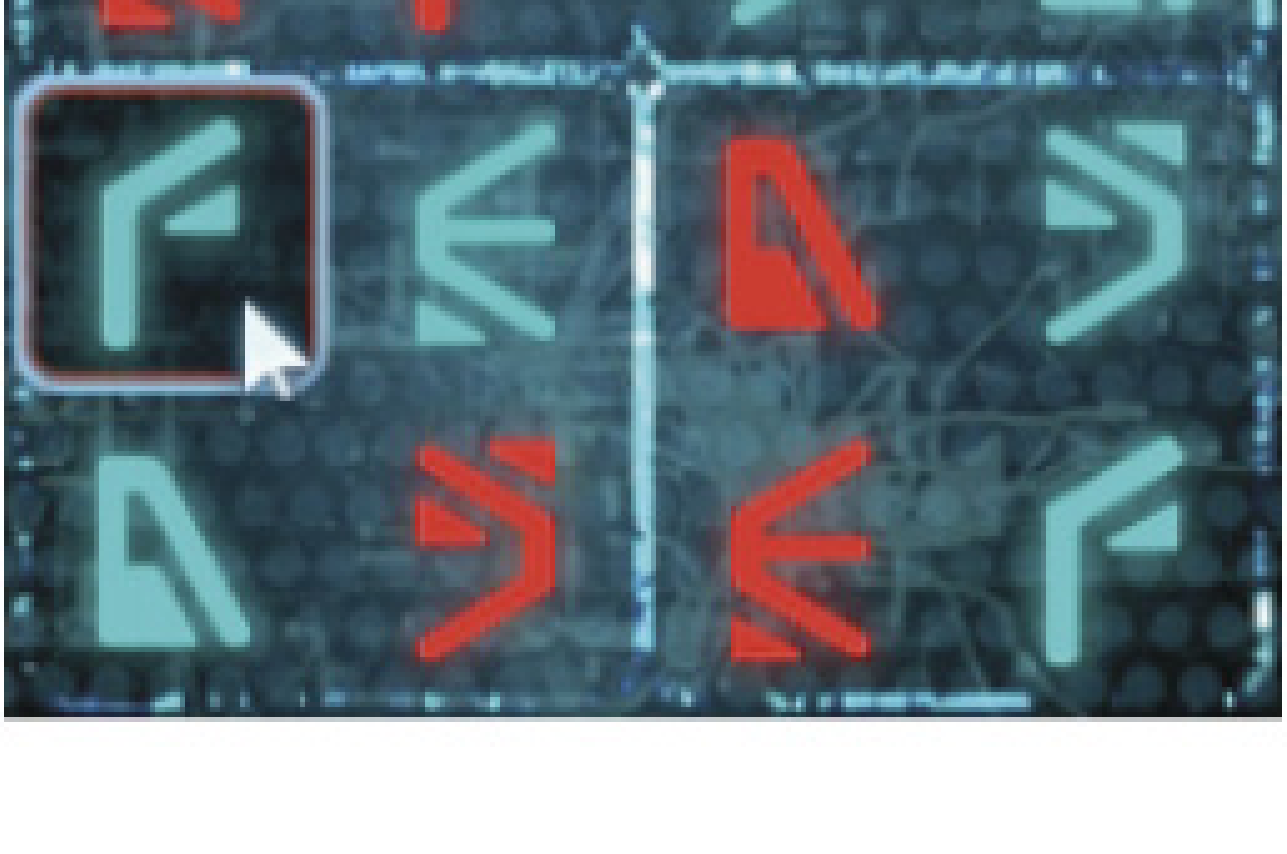
SOLUTIONS



Eos Monolith,
“A Better Beginning”



Eos Remnant Vault,
“A Better Beginning”



MASS EFFECT ANDROMEDA

Game Mechanics Glossary

Research and Development System

The Research and Development system, accessible through the research center, is a crafting mechanic that allows the player to create unique equipment, including weapons, armor, mods, and augmentations. You can also perform upgrades to the Nomad with this crafting mechanic. Equipment technology is based on one of the three types of **Research Data** (displayed in the scanner HUD).

This system rewards a player for going the extra mile as a Pathfinder who actively participates in extracurricular activities like scanning, space exploration, collecting, and mining.

You can start your research gathering near the beginning of the game, as several scannable objects are found in the prologue mission on Habitat 7. By the end of the mission, you can leave with a sizable amount of Research Data to spend at a later date.

R&D GAME FLOW

1. Gather Research Data points through scanning various objects.
2. Use the Research Center interface (found on the Tempest or in colonial science labs) to spend Research Data points on blueprints of a particular technology.
3. Gather the required minerals and materials to develop the blueprint item (some can be purchased from vendors).
4. Craft the item using the Development tab of the Research Center interface.

ADVANCED DEVELOPMENTS

Ranks VI through X of a craftable line of equipment is unlocked once the first five ranks of that particular blueprint are purchased. These are added to the purchasable blueprints with an "Advanced" prefix, such as "Advanced Remnant Heritage Arms" beneath "Remnant Heritage Arms."

Game Mechanics Glossary

Re-Spec Station

The Re-Spec Station is installed on the Tempest's medbay and can be used once Ryder receives the ship. Using the station refunds skill points, allowing you to reallocate accrued points of any member of your away team. Any time a character undergoes a re-spec, the first re-spec cost is 20. Subsequent re-specs each costs an additional 500.

Use the Re-Spec Station if there's a particular style of play you'd like to try out, or if you come across a difficult encounter in which a certain power loadout would be more effective than your current one.

Game Mechanics Glossary

Scanner

A proprietary technology developed by the Andromeda Initiative. Research for it was derived using technology salvaged from the geth along with software developed by the Salarian Special Tasks Group. In conjunction with a supercomputer (like a SAM implant), this omni-tool mounted scanner can accurately complete detailed surveys of an area. Extremely useful for forensics-based investigations.

Using the Scanner: Open the scanner by pressing the assigned button. Controls for scanning are displayed on your HUD beneath the scanning field. Objects and lifeforms highlighted orange within scanning range can be examined by SAM, who provides additional information to the right of the HUD.

Research Data: When scanning new lifeforms and tech, you may earn Research Data (RD). Data can be spent at a research center to unlock blueprints and augmentations for crafting. The amount of data you've accrued is displayed at the bottom of your scanner.

There are three types of Research Data:

- **Milky Way:** Data related to the colonists and their equipment.
- **Alien:** Data related to the various species discovered in Andromeda.
- Remnant**:** Data related to mysterious abandoned technology.

Game Mechanics Glossary

Tempest Trophies

Tempest Trophies are collectible items that are found or purchased throughout the game. Once obtained, they're placed on display inside the Pathfinder's quarters.

TEMPEST TROPHIES

MODEL	HUB	LOCATION	UNLOCK CONDITION	COLLECTION METHOD
Alliance Dreadnaught	Kadara Outskirts (UNC)	Kadara Slums (UNC, above clinic)	Visit Kadara	Pickup
Angaran Shuttle	Aya	Docking Bay (in alcove)	Complete "A Trail of Hope"	Pickup
Athabasca Class Freighter	Aya	Inside Governor's office	Establish embassy on Aya	Pickup
Citadel	Nexus	General Merchant	Complete "The Journey to Meridian"	Purchase
Destiny Ascension	New Tuchanka (Elaaden Outpost)	By the bar in New Tuchanka	Visit Elaaden	Pickup
Hyperion	Nexus	Eos Outpost (Inside small building)	Establish settlement on Eos	Pickup
Kett **Fighter**	Kadara	Outcast Headquarters	Visit Kadara Port	Pickup
Archon's Flagship	Nexus	General Merchant	Complete "The Journey to Meridian"	Purchase
Kett **Shuttle**	Kadara	General Merchant (UNC, Wind Farm)	Visit Kadara	Purchase
Initiative Shuttle	Diteaon (Kadara Outpost)	Inside main outpost	Establish settlement on Kadara	Pickup
Initiative Fighter	Nexus	Spender's Apartment	During "Krogan Betrayal"	Pickup
SSV Normandy SR 2	Hyperion	Alec Ryder's room above bed	—	Pickup
Nexus	Nexus	General Merchant	—	Purchase
Nomad	Nexus	General Merchant	Establish settlement on Eos	Purchase
Remnant **Derelict**	Meridian	Ryder Sr. Desk	Epilogue	Pickup
Remnant **Fighter**	Aya	General Merchant	Complete "A Trail of Hope"	Purchase
Tempest	Tempest	—	Complete "Movie Night" quest chain	—
Turian Frigate	Taeve Uni (Voeld Outpost)	Inside settlement building	Establish settlement on Voeld	Pickup

Game Mechanics Glossary

Uncharted World (UNC)

UNC is short for UNCharted world. As most of Andromeda is uncharted, most explorable areas you visit in the game are occasionally referred to as UNCs. For comprehensive maps of these explorable areas, see the **Exploration** chapter.

MAJOR UNCS

Gameplay-wise, ”major“ UNCs are vast open-world areas with myriad locations, activities, and missions. While there are currently four major UNCs, expect to spend numerous hours or days exploring each one.

MINOR UNCS

Minor UNCs are much more compact, generally compromising of a handful of missions (although each has an extensive mission chain, giving you a tour of most of the area).

Game Mechanics Glossary

Vendors

Trade vendors are found on the Nexus and other trade centers, offering useful supplies purchased with the Milky Way's standard currency. Vendors also liquidate your Heleus salvage, giving you usable credits in exchange for alien equipment collected throughout Andromeda. The most convenient vendor for selling salvage is located in the research room of the Tempest, called the **Buy/Sell Kiosk** next to the Research Center interface. This kiosk also offers valuable consumables, such as cryo ammo.

Vendors also sell valuable mining and research materials for crafting to alleviate some of the time-consuming mining and material gathering required to develop equipment. The General Merchant on the Nexus and the Materials Merchant on Aya (when accessible) both offer a vast supply of materials, including rare ones like element zero.

Weapons, armor, and mods sold by vendors scale with level, with the prices adjusting accordingly. The higher your level, the better the gear you can purchase. For instance, at level 70, vendors sell "X"-rank items—the highest tier of equipment rank.

Game Mechanics Glossary

Viability

See **AVP.**

Combat Concepts

About Combat

This section is designed as a repository for combat concepts that aren't covered in Basics, either to include miscellaneous details of a concept or to expand on concepts with in-depth discussion. While most of the mechanics listed here focus on their application in Single-Player, several tips can also be applied to Multiplayer mode.

MASS EFFECT ANDROMEDA

Combat Concepts

Armor

Sara Ryder sporting various pieces of equipment, each created with a different technology.

Not to be confused with an enemy's "armor health," armor comprises pieces of equipment Ryder can wear to enhance his/her combat effectiveness. They provide stat boosts depending on the equipment set. Note that only some armor increases damage resistance (explicitly stating so in its properties).

Armor is categorized by the following sets, which are associated with specific stat boosts:

- **Angara:** Tech Power Damage, Tech Effect Duration, Max Shields, Tech Construct Damage
- **Heleus:** Power and Weapon Damage, Damage Resistance
- **Hyperguardian:** Max Health and Shields, Melee Damage
- **Initiative:** XP Encounter Gain, Shields
- Kett**:** Combat Power Damage, Weapon Damage, Combat Power Cell Capacity
- **Maverick:** Weapon Damage, Accuracy, Critical Hits
- **N7:** Biotic Power Damage and Recharge, Weapon Damage During Power Recharge
- **Pathfinder:** Weapon Accuracy, Power Restoration and Defense
- Remnant**:** Damage Resistance, Health and Shield Regeneration and Regeneration Delay Reduction, Power Recharge Speed

Note that Heleus Defender "chest" armor is a full-body suit and, when equipped, counts as chest, arms, and legs, which slightly limits customization (and sacrifices augmentation slots). For a comprehensive list of bonuses and other details, see the Armor section in the Inventory chapter.

MASS EFFECT ANDROMEDA

Combat Concepts
Consumables

While expensive, the Cobra RPG consumable absolutely destroys enemies.

Consumables are extra, usable resources that are highly impactful to your combat effectiveness. There are a variety of consumables each with specific uses ranging from shield restoration to damage amplification. The main drawback of frequently using consumables is the expense required early on in the game (when you don't have access to surplus credits). Fortunately, there's a convenient Buy/Sell Kiosk in the research center of the Tempest you can use to purchase consumables. Additionally, consumables are often found in containers if you're vigilant in exploring and looting buildings.

DISRUPTOR, CRYO, INCENDIARY AMMO

These "elemental" ammo consumables add a varying amount of enhanced projectiles, depending on the weapon they're applied to. Naturally, weapons with high rates of fire receive more enhanced ammo than weapons with low rates of fire.

ELEMENTAL AMMO TRICKS

Applying elemental ammo **reloads your gun without an accompanying reload animation** or downtime. The exact amount of enhanced ammo these consumables add is three times the max clip size of your current weapon. So if your pistol has a **magazine size of six**, you have **18 total shots of elemental ammo** even if you reload before your active clip has been exhausted.

For a full list of consumables, see Consumables in the Inventory chapter.

MASS EFFECT ANDROMEDA

Combat Concepts

Difficulty (Single-Player Setting)

The difficulty setting only affects combat and primarily tunes enemy properties such as health and damage output. For instance, when an enemy deals damage to you, its damage is multiplied by a greater factor on Insanity than on Normal. Enemy behavior is enhanced on Hardcore and Insanity with an increase in power use and evasive maneuvers.

Playing on Hardcore and Insanity isn't for the faint of heart. On Insanity, even the most skilled players should expect to die frequently.

Insanity—General Tips

Overcoming the Insanity difficulty requires mastery of all combat-related mechanics. The following is a checklist to keep in mind if you're up for the challenge:

Optimize effective combat stats through **Research and Development**. By diligently scanning for Research Data, accruing credits, and gathering blueprint materials, you can craft pieces of equipment to help you get through the most difficult encounters.

Be in cover at almost all times. High enemy damage and accuracy force an extremely safe and methodical play style.

Manage resources carefully. Ammo is sparse since supply crates don't automatically replenish. Add that to the fact that enemies have much more health, and Insanity becomes extremely taxing in that regard. Consider your weapon and power loadout carefully.

Power combos are essential and should be kept in mind as you upgrade your skills. Tech and heat combos are exceptionally strong.

Give **squadmates** meticulous orders, particularly to prevent them from being killed off in an encounter early on. While squadmates don't deal as much damage as you do, keeping them alive is vital because they can take enemy fire for you or disable enemies with their powers (for this reason, Peebee is recommended).

Use consumables liberally. Although constantly restocking consumables can be inconvenient, they can make or break your success in certain encounters. Keeping a stock of disruptor and incendiary ammo is recommended—the Buy/Sell Kiosk on the Tempest should be one of your favorite spots.

Unlock **Overload or Energy Drain**. This is especially important near the beginning of the game because of the Anointed and other deadly, shielded foes you're forced to face.

Learn enemy **weak points** to score critical hits and take out threats quickly. Increase weak point damage using Infiltrator profiles; this is particularly effective against bosses with "persistent" weak points, such as the Ascendant and Architect.

Use the Re-Spec Station. If you run into an exceptionally difficult encounter, you can refund your skill points and reallocate them into powers that directly help with the encounter you're having trouble with.

The Overload tech power is highly recommended for Hardcore and Insanity difficulties, particularly early on!

MASS EFFECT ANDROMEDA

Combat Concepts

Enemy Defenses

Enemies have varied health systems compared to player characters—most notably, an additional health type called "armor," indicated by a yellow health bar instead of the normal red health bar.

SHIELD HEALTH

Enemy shields behave similarly to yours—they regenerate after a certain period of time since last taking damage and block most power effects. Shields are represented by a blue bar above the enemy's health bar. Along with Overload and Energy Drain, beam-based "lightning" weapons deal bonus damage to shields.

ARMOR HEALTH

Enemy armor reduces your damage output by a **flat amount per hit** (as opposed to a percentage reduction). This means low-damage attacks from weapons like SMGs and assault rifles usually deal pitiful damage to armored enemies. Anti-armor powers or high-damage single-shot weapons are highly recommended against armored enemies. Although shotguns fire several low-damage pellets, shotgun pellets receive a compensatory bonus damage to armored enemies. Like an enemy with shields, enemies with armored health are immune to biotic effects.

BARRIER-GENERATING ENEMIES

Certain enemies like the Nullifier can generate an impenetrable fortress. However, these enemies are generally immobilized, so attack their flanks or find a way to disable their defenses.

WEAK POINTS

Shooting an enemy weak point multiplies your damage dealt. Enemy weak-point multipliers vary; some enemy weak points reward a higher multiplier than others. Weak points cause a distinct orange hit marker on the reticle.

Humanoids are usually vulnerable to shots to the head, while Remnant weak points aren't entirely obvious. Remnant weak points tend to include exposed wiring or lights (or "eyes"). See the Enemies section for specifics.

Combat Concepts

Formulas and Calculations

For the hardcore number crunchers, the following are formulas used by the game to determine the end values of certain properties.

DAMAGE TAKEN

IncomingDamage * (1 / (1 + SumOfDamageResistance / 100))

This formula does not take into account an extra difficulty-setting multiplier. *When TotalDamageResistance is 100, damage is halved. Additional damage resistance beyond 100 has diminishing returns.*

STAT REDUCTION

Formula used for stats involving “Reduction” percentages. Example for “regeneration delay reduction”:

DelayTime * (1 / (1 + ReductionPercentage))

Example: If default shield-regeneration delay time is 8 seconds, a “shield-regeneration delay reduction +15%” turns it into ~6.95 seconds. 8 * (1 / (1 + 15%)) = ~6.95

BONUSES

Regarding multiple bonuses to a stat, all bonuses are added together before being multiplied by the stat’s base value. For instance, the formula for damage bonuses is:

BaseDamage * (1 + SumOfDamageBonuses)

Combat Concepts

Health and Shields

Ryder’s health automatically regenerates up to 30% of maximum health after a certain period of time since last damaged (time is based on the health-regeneration delay stat). Damage resistance reduces damage done to a character’s red health.

Shields follow similar rules, but can regenerate fully. Also worth noting is that damage resistance is not factored into damage done to shields, although certain attacks can deal extra damage to them.

MASS EFFECT ANDROMEDA

Combat Concepts

Miscellaneous Combat Tips

Audio Cues: Audio cues such as footsteps, ammo fire, and enemy or squadmate chatter can all be used to help you make better decisions in combat. This extends to Multiplayer modes as well, especially since teamwork and synchronization are essential. Using a set of headphones can improve your ability to hear where enemies and attacks derive from.

Creative Hover-Fire Usage: Hover fire is a unique mechanic allowing for creative aerial assaults. Not only can you hover in place while airborne, but you can also combine hover fire with certain powers. **Tactical Cloak and hover fire**, for example, let you ambush an enemy in stealth with a huge damage multiplier, all while having the advantage of high ground. You're also free to use most offensive powers in the air, including biotic attacks like Charge and Nova.

Wall Hacks: Infiltrator profile plus a sniper rifle with a penetration mod is a very powerful combo. Infiltrator profiles allow you to see through cover, while the penetration stat lets you deal damage to enemies behind cover. Even if you deal less damage, you can score easy critical hits because most enemies hiding behind cover are stationary.

Power Use While Scoped: It's worth noting that powers can be used while you're zoomed in, even with a scoped weapon like a sniper rifle. Although you won't see Ryder's animation, the power still activates and behaves normally. For instance, scoping in on an enemy and using Overload behaves as you'd expect. The Overload goes off while you're still zoomed in, ready to finish off the stunned enemy.

Profile Switching: Switching profiles is extremely effective in certain scenarios, especially late in the game when you have a large amount of skill points invested into separate skill groups. Since there are no penalties for switching profiles mid-combat, you can go from having a huge damage reduction bonus (Sentinel), instantly into enhancing your weak point, sniper rifle damage (Infiltrator). This tactic is exceptionally strong against the Architect and Ascendant.

Reloading: Reloading is debilitating, and if you run out of ammo at an inopportune moment, it may be tempting to execute other actions during your reload. However, doing so may be detrimental, as a proper reload carries the strict requirement of fully completing the reload animation. This means once your character begins reloading, you cannot perform any action that cancels it, or else you have to start the reload process over eventually. Applying elemental ammo to your gun **reloads the gun without a reload animation**. Optimize your damage output by emptying your clip before using disruptor/cryo/incendiary ammo for an instantaneous reload, effectively "double-dipping" from a single clip.

ACTIONS THAT CANCEL (HINDER) RELOADS

- Shooting
- Evading
- Melee
- Power Use
- Toggling Sprint
- Switching Weapons
- Vault/Mantle

Vintage Heat Clip "Reloading": This throwback to the original *Mass Effect* is arguably the best augmentation in the game for weapon and power combination usage, and surprisingly, not for its benefit of providing infinite ammo (which is rather nice). What makes this augmentation incredible is that it removes "reloading" altogether. Since it uses a recharge speed timer, you can perform other actions while you "automatically reload," including using powers and attacking with your melee weapon. Normally, reloading requires an animation commitment, leaving you vulnerable. This makes the Vintage Heat Clip ideal for high-damage weapons with low-capacity clips, since their main weaknesses are reload times. As long as your play style includes weaving in powers and abilities, you can make the most of the Vintage Heat Clip augmentation. Additionally, make sure your clip size after applying a Vintage Heat Clip is at least two, since a one-shot clip forces a much longer "overheat" reload every shot, which you should avoid. This Milky Way-based augmentation is highly recommended for Shotgun Vanguard and Black Widow infiltrator builds.

Skill Swapping: By using the skills menu (even in the heat of combat), you can swap out power abilities for other ones. Take advantage of this when you run out of power cells for another power to maximize your combat effectiveness. However, there's an important limitation to keep in mind. **When swapping out a power, all projectiles, objects, and effects originating from the swapped-out power are nullified and removed from the field.** This is to prevent exploits with hot-swapping persistent powers. So if you throw out your last Omni Grenade, make sure it explodes and deals its damage before you swap it!

MASS EFFECT ANDROMEDA

Combat Concepts

Weapon Mods

Mods are hot-swappable enhancement items that can be added to weapons to fine-tune and tweak various properties. There are eight adjustable properties to a weapon, each with a contextual icon to match:

WEAPON PROPERTIES

POSITIVE EFFECTS	TYPES	ICON
Accuracy	Scope	
Clip Size	Magazine	
Damage	Barrel	
Melee Damage	Melee Optimizer	
Penetration/Penetration Distance	Receiver	
Spare Ammo	Spare Clip	
Stability	Stock	
Weight (Reduce)	Ultra-Light Materials	

Like weapons and armor, mods dropped from enemies and sold by vendors are level-scaled. The higher your player level, the higher the rank of the mods you find, with increasing bonuses. Additionally, some mods (within the same rank) boost stats even more than usual, but with a sacrifice to another stat. These mods have distinct names—names with a modifying adjective to the component, such as “Heavy Magazine” (large clip-size bonus, but weight penalty) and “Long Barrel” (much greater damage, but less accuracy).

Most standard weapons can have two mods installed, while crafted weapons can potentially have four.

MASS EFFECT ANDROMEDA

Combat Concepts

Powers

Using Powers: Press the buttons indicated on the power icons at the bottom right of your HUD to use those powers. Powers such as the biotic Lance require careful aim, but most automatically seek your current target (the enemy with a health bar displayed, also known as your “soft target”).

Assigning Powers: Powers can be assigned to different buttons on the Skills screen. The Skills screen also indicates which powers have a secondary functionality when the button is held down. For example, Pull can either levitate an enemy in place (button tap), or it can be used to bring the enemy toward you (button hold).

Recharge: Most powers require some recharge time after use. The remaining recharge time is marked on the power icons at the bottom right of your HUD and on the circular blue meters that surround your aiming reticle. Recharge speed is reduced when carrying heavy weapons (you can view a weapon’s weight in the inventory menu). Carrying multiple weapons can also drastically reduce your recharge speed. You can mitigate the weapon-encumbrance effect by investing in the Combat Fitness skill, along with skills that specifically reduce weapon encumbrance.

Power Cells: Powers such as Omni Grenade have no recharge time, but require the consumption of a disposable power cell (indicated by a number and icon at the bottom right of your HUD). Additionally, powers that consume a power cell on use generally have more impact in battle than those that don’t, with the drawback of being limited. Power cells can be recharged at ammo crates and forward stations.

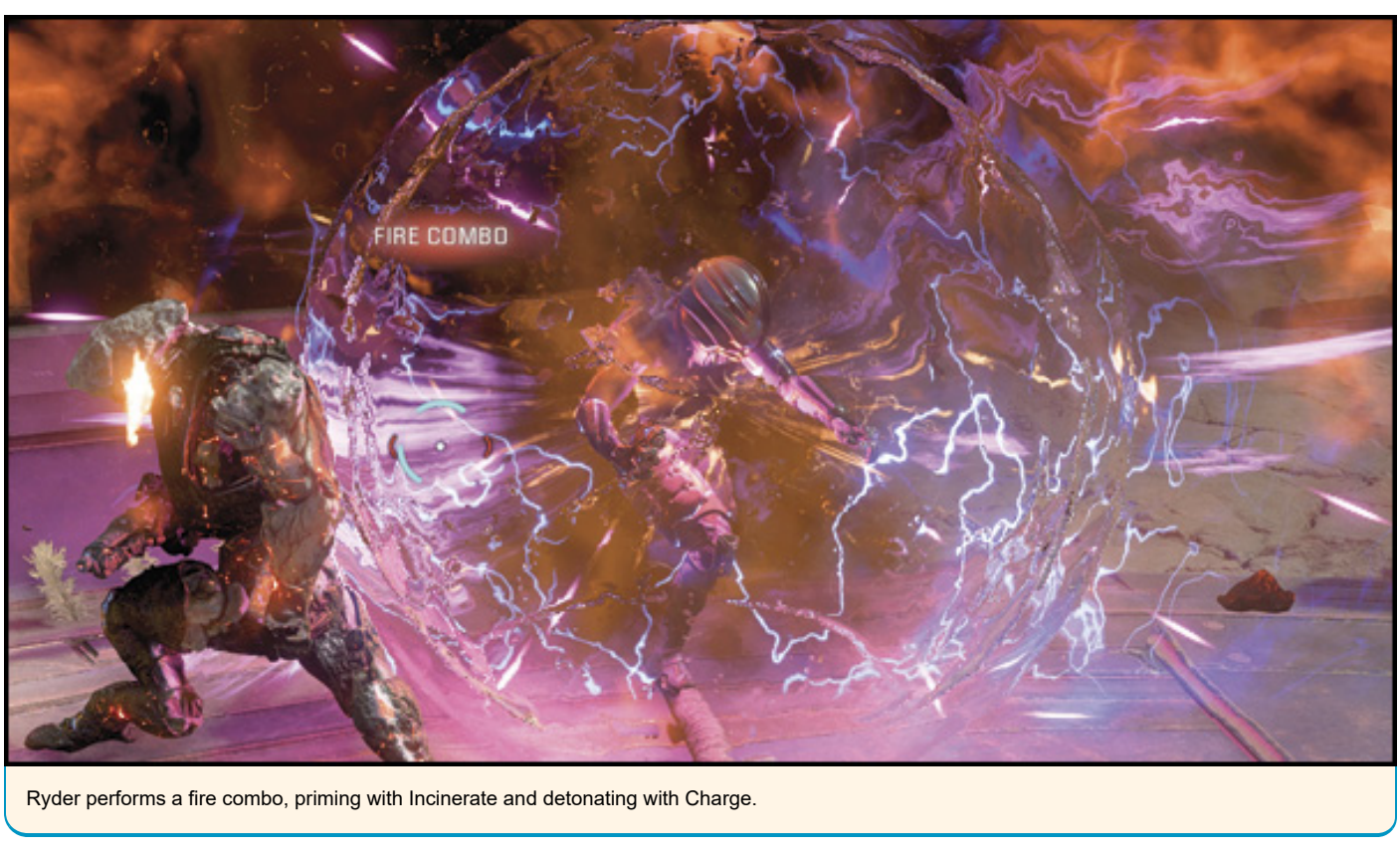
POWER COMBOS

The Power Combos mechanic from *Mass Effect 3* returns in *Mass Effect: Andromeda* and functions similarly, using a priming and detonating system.

There are four types of combos: heat, cold, tech (electric), and biotic. Primed enemies are usually identifiable; enemies on fire, levitating in a mass effect field, or frozen are generally primed for detonation. Powers and power upgrades in the skills menu are marked with primer and detonator icons.

When a primed effect is detonated, the **resulting combo** type is **determined by the primer type**, and not the detonator. In Single-Player, combo use isn’t a necessity for the Normal difficulty setting, but its use is highly recommended (and practically necessary) for the two higher difficulties.

Note that power combos act as a “bonus” attack (a separate, extra source of damage, immediately following the detonator). They include unique effects, squeezing out more value from your precious power recharge times. All combo detonations are considered area-of-effect explosions.



Ryder performs a fire combo, priming with Incinerate and detonating with Charge.

HEAT

Heat combos deal considerable incendiary damage, followed by a 10-second damage-over-time burning effect to all susceptible targets. The combined ignition and burn effect make heat combos the most damaging of all power combos.

Primers: Incendiary Ammo, Incinerate, Flamethrower, Assault Turret (Flamethrower)

COLD

Cold combo detonations inflict moderate damage, slowing all enemy movement in their blast radiuses. Additionally, armor-based enemies become brittle and take bonus damage while chilled.

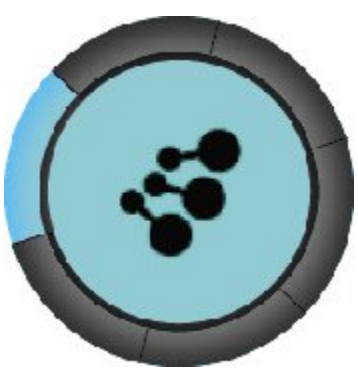
Primers: Cryo Ammo, Cryo Beam, Assault Turret (Cryo Ammo)

TECH (ELECTRIC)

Tech combos are electrical in nature. The initial shock deals heavy damage to shielded enemies, but only minor damage to normal and armor health. They also leave a disruptive electrical cage in the area, dealing additional damage over time while stunning enemies in range.

Primers: Disruptor Ammo, Barricade (Electric Defense), Trip Mine (EMP), Tactical Cloak (Disrupting Strike), Energy Drain (Extended Drain), Remnant VI (Electric Beam)

BIOTIC



Biotic combos are straightforward, causing no lingering effects. These combos simply deal a one-time burst of damage (albeit the highest of all initial damage). However, the Containment passive skill can be upgraded to add a knockdown effect, and the Adept profile enhances biotic combos with extra area-of-effect explosions on each target hit by the initial biotic combo.

Primers: Annihilation, Pull, Throw (Duration), Shockwave (Lifting Shockwave), Singularity, Nova (Seismic Nova)

DETONATORS

Energy Drain, Remnant VI (Detonating Missiles), Concussive Shot, Trip Mine (Detonator), Charge, Lance, Shockwave, Throw, Overload, Incinerate (Detonator)

MASS EFFECT ANDROMEDA

Combat Concepts

Profiles

The SAM implant enhances Ryder's mind and body, fine-tuning it and providing unique bonuses to his combat effectiveness. These ability-optimizing augmentations are called profiles. Only one profile can be active (or "equipped"), but can be swapped out at any time (through the pause menu or through the favorites wheel). Profiles are unlocked by spending skill points into the three power specializations.

There are seven profiles each leveling up in rank as more skill points are spent into its requisite power group (up to a sixth rank). As profiles are unlocked based on how you invest your skill points, their bonuses tend to synergize with your play style. In addition to enhancing existing stats, profiles add unique effects further differentiating them.

There's one profile per power group, unlocked by heavily focusing in one group. These make up the three "pure" profiles. Then there are three "hybrid" profiles derived from combining two of the three power groups. These are unlocked by dividing your points evenly into the two specialties required. Finally, the Explorer profile is unlocked by evenly distributing your points into all three power groups.

SKILL POINTS REQUIREMENTS

PROFILE	RANK 1	RANK 2	RANK 3	RANK 4	RANK 5	RANK 6
Pure (Soldier, Engineer, Adept)	6	24	54	99	156	232
Hybrid (Sentinel, Vanguard, Infiltrator)	3	12	27	50	78	116
Explorer	2	8	18	33	52	78

SOLDIER

Power Specialty Focus: Combat

Unique Effect:

- **Marksman's Focus:** Grants a temporary, stacking damage bonus for every target killed.
- **Summary:** Soldier profiles enhance firearm proficiency, fine-tuning Ryder's ability in focusing down high-priority threats. All bonuses are specifically geared toward weapon use.

ENHANCED STAT	RANK 1	RANK 2	RANK 3	RANK 4	RANK 5	RANK 6
Weapon Damage	10%	12%	14%	16%	18%	20%
Weapon Accuracy	10%	15%	20%	25%	30%	35%
Damage Resistance	2	4	6	8	10	12
Weapon Clip Size	10%	15%	20%	25%	30%	35%

ENGINEER

Power Specialty Focus: Tech

Unique Effect:

- Combat **Drone:** A drone that enhances tech power recharge speeds and defends the Engineer with a self-destructing EMP blast if an enemy is detected within its proximity. The enhanced recharge-rate bonus is lost while the drone itself is recharging after self-destruction.
- **Summary:** Tech profiles maximize Ryder's power combos and all aspects of tech constructs. Activating the Engineer profile is highly recommended if you're fond of the powerful Remnant VI tech construct, especially since you can set up combos between the Remnant VI and yourself.

ENHANCED STAT	RANK 1	RANK 2	RANK 3	RANK 4	RANK 5	RANK 6
All Combo Damage	20%	25%	30%	35%	40%	45%
Tech **Construct Health**	20%	25%	30%	35%	40%	45%
Tech **Construct Health Regeneration**	20%	25%	30%	35%	40%	45%
Tech **Construct Damage**	20%	25%	30%	35%	40%	45%
Tech **Restoration and Defense**	20%	25%	30%	35%	40%	45%

ADEPT

Power Specialty Focus: Biotic

Unique Effect:

Biotic **Echoes:** Biotic combos set off additional explosions on enemies hit by the initial combo.

Biotic **Jump and Evades:** Instead of using jump-jets, Ryder uses biotic power to perform these maneuvers, enhancing evade-dash distance.

- **Summary:** Adept profiles greatly enhance all biotic power aspects. Biotic powers are already proficient for disabling groups of enemies—larger effect radiuses combined with biotic echoes lets you set off biotic nukes on clumps of foes.

ENHANCED STAT	RANK 1	RANK 2	RANK 3	RANK 4	RANK 5	RANK 6
Biotic **Force**	15%	20%	25%	30%	35%	40%
Biotic **Area-of-Effect Damage**	15%	20%	25%	30%	35%	40%
Biotic **Area-of-Effect Radius**	15%	20%	25%	30%	35%	40%
Biotic **Effect Duration**	20%	25%	30%	35%	40%	45%
Biotic **Combo Radius**	20%	25%	30%	35%	40%	45%

SENTINEL

Power Specialty Focus: Biotic, Tech

Unique Effect:

- Tech Armor: Improves survivability once shields are down, granting +30 damage resistance to red health.
- **Summary:** Sentinel profiles offer a unique blend of enhancements to a niche set of powers. "Shield-Powered" upgrades for Lance and Nova (powers cost shields instead of having a recharge time) are improved by consuming less shields. Additionally, powers that restore shields (like Charge) or provide barriers are also enhanced.

ENHANCED STAT	RANK 1	RANK 2	RANK 3	RANK 4	RANK 5	RANK 6
All Combo Damage	15%	20%	25%	30%	35%	40%
Tech **Recharge Speed**	10%	15%	20%	25%	30%	35%
Power Shield Cost Reduction	20%	25%	30%	35%	40%	45%
Power Restoration and Defense	20%	25%	30%	35%	40%	45%

VANGUARD

Power Specialty Focus: Biotic, Combat

Unique Effect:

- **Siphoning Strike:** Melee attacks siphon shields, restoring 20% of max shields per successful hit. (Thus, faster and more frequent attacks benefit more from this than slower ones). Biotic **Jump and Evades:** Instead of using jump-jets, Ryder uses biotic power to perform these maneuvers, enhancing evade-dash distance.
- **Summary:** Vanguard profiles enhance a "tank" play style, naturally augmenting the tried-and-true Charge and Nova loadout. They also synergize well with strong melee weapons. Not only do your melee attacks deal more damage, but you regain lost shields from successful strikes, giving you a krogan-like resilience.

ENHANCED STAT	RANK 1	RANK 2	RANK 3	RANK 4	RANK 5	RANK 6
Melee Damage	20%	25%	30%	35%	40%	45%
Melee Force	50%	60%	70%	80%	90%	100%
Biotic **Recharge Speed**	10%	15%	20%	25%	30%	35%
Power Shield Cost Reduction	20%	25%	30%	35%	40%	45%
Max Shields	10%	15%	20%	25%	30%	35%

INFILTRATOR

Power Specialty Focus: Tech, Combat

Unique Effect:

- **Battlefield Awareness:** Reveals enemies behind walls while viewing through a scope.
- **Cloak Evades:** Evades grant a brief cloaking effect so enemies can't target you.
- **Summary:** Infiltrator profiles make for the quintessential sniper. Faster recharge times on Tactical Cloak and Energy Drain, in addition to an incredibly high weak-point damage bonus, allows for easy assassinations. Go for headshots, then fade into the shadows to reposition yourself to another sniping cover point.

ENHANCED STAT	RANK 1	RANK 2	RANK 3	RANK 4	RANK 5	RANK 6
Weapon Accuracy	20%	25%	30%	35%	40%	45%
Weapon Stability	20%	25%	30%	35%	40%	45%
Tech **Recharge Speed**	20%	25%	30%	35%	40%	45%
Weapon Headshot/Weak Point Bonus	50%	60%	70%	80%	90%	100%

EXPLORER

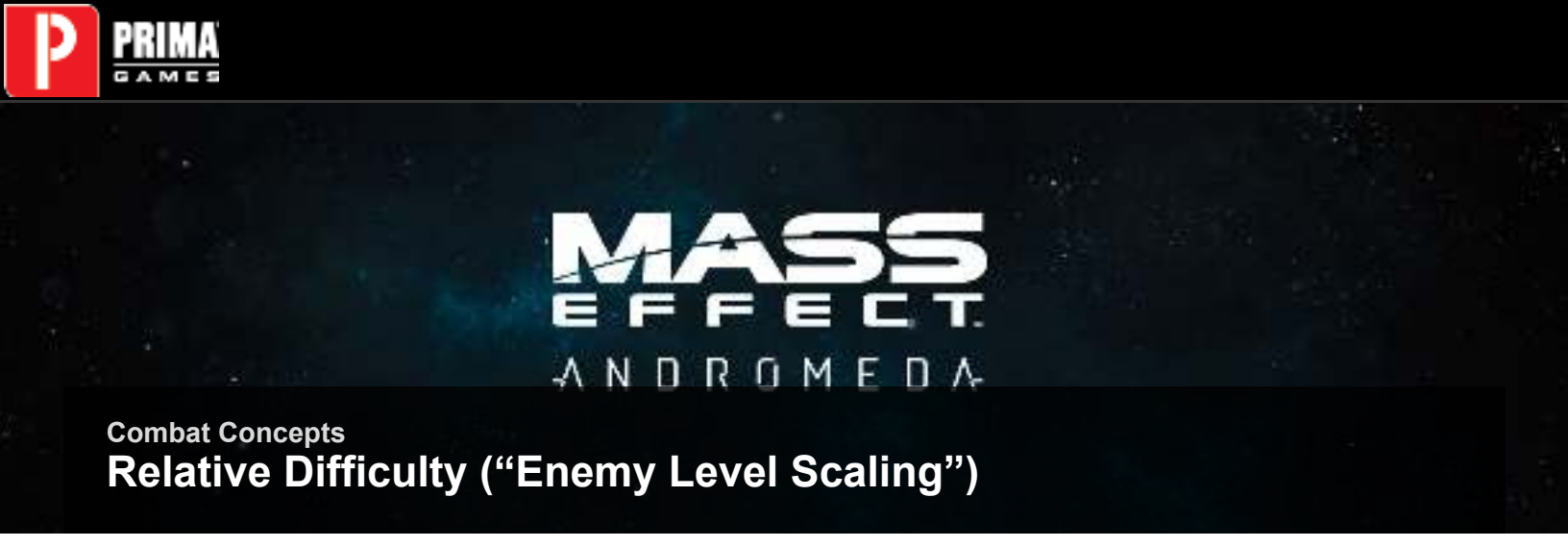
Power Specialty Focus: Combat, Biotic, Tech

Unique Effect:

- Biotic **Blink:** Evade dash is replaced with a teleporting effect that travels farther than normal dashes. Also allows you to bypass barriers.

- **Summary:** A jack-of-all-trades profile, increasing all important aspects of each specialty. While spreading your skill points thin may not seem like an attractive option at first, Explorer profiles compensate for this lack of specialization handsomely with the unique biotic Blink ability. Biotic Blink replaces your standard evade and allows you to teleport great distances (even flashing past certain physical barriers!).

ENHANCED STAT	RANK 1	RANK 2	RANK 3	RANK 4	RANK 5	RANK 6
Weapon Damage	5%	7%	9%	11%	13%	15%
Damage Resistance	5	7	9	11	13	15
Tech **Recharge Speed**	15%	20%	25%	30%	35%	40%
Biotic **Power Damage**	15%	20%	25%	30%	35%	40%
Power Restoration and Defense	15%	20%	25%	30%	35%	40%



Combat Concepts

Relative Difficulty (“Enemy Level Scaling”)

The Single-Player campaign uses a scaling system to determine enemy levels, providing a constant challenge in **combat** as you level. However, with access to more abilities, equipment, and **profiles**—and in conjunction with you simply becoming a more experienced player—it can feel “easier,” even on Hardcore and Insanity difficulty settings.

Combat Concepts

Ryder “Builds”

Powers and skills are categorized into one of three specializations: combat, biotic, and tech. Powers in these specializations have distinct strengths and weaknesses, outlined here. While you’re encouraged to experiment with Ryder’s wide array of skills and profiles, included in this section are sample power loadouts for you to try in Single-Player.

PLAY STYLES AND SYNERGIES

Ryder’s battle kit can be heavily customized and modeled to virtually any style of play, thanks to the vast and flexible skills system. Although there are three “specialization” groups, it shouldn’t discourage you from dabbling in each. Your skill points are always well-spent, thanks to the profiles system, not to mention that you gain access to the Tempest’s Re-Spec Station near the beginning of the Single-player campaign, so don’t be afraid to experiment!

COMBAT

The combat specialization is associated with firearm proficiency, superior physical prowess, and explosive munitions expertise.

Strengths:

- Combat specialists generally do not rely on power use, so they can deal consistent and sustained damage with their increased proficiency with guns.
- Since guns use a “hard aim” targeting system, landing shots on enemy weak points greatly rewards a player’s accuracy.
- Weapon specializations do not take up valuable power slots.
- Cell-consuming combat powers are exceptionally strong when used in appropriate situations.
- The combat specialization is extremely flexible, especially with proper consumables usage, thanks to cryo/incendiary/disruptor ammo.
- Skills and passives in the combat group greatly increase survivability.

Weaknesses:

- Burst damage is low if specializing in weapons only.
- Most combat powers are limited in usage because of their power cell requirements.
- Shields can be difficult to destroy, although using disruptor ammo easily eliminates this weakness.

- Effective use of weapons requires precise aiming from the player.

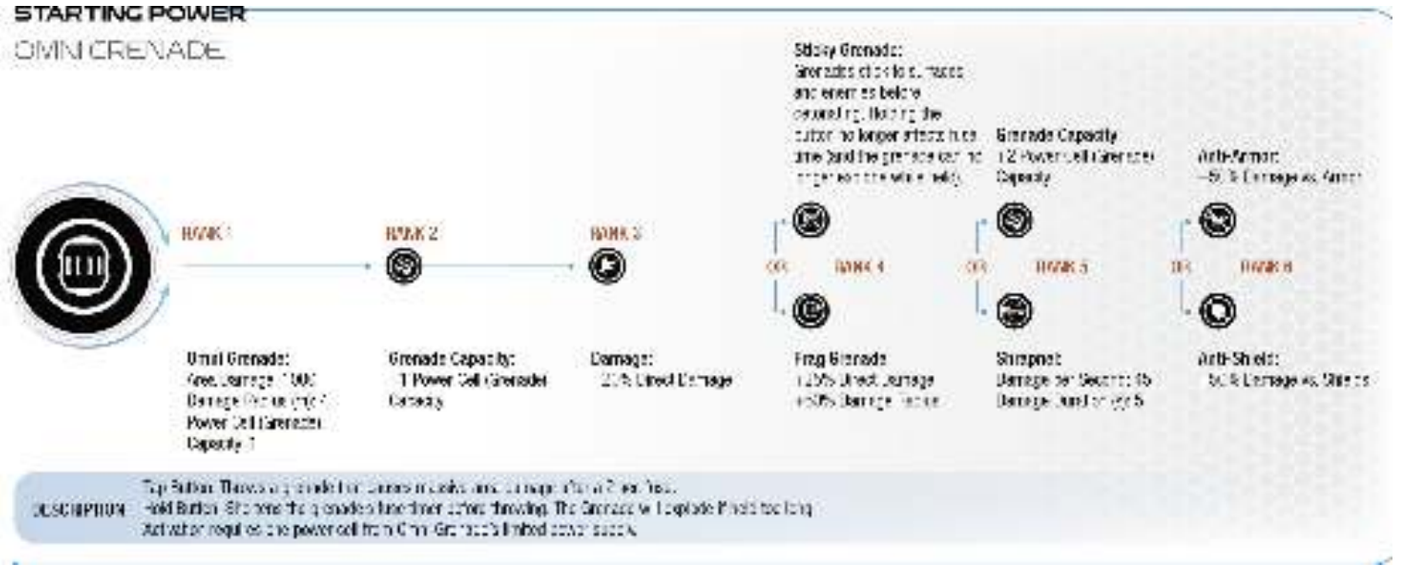
OMNI GRENADE

DESCRIPTION

Tap Button: Throws a grenade that causes massive area damage after a 2 sec fuse.

Hold Button: Shortens the grenade's fuse timer before throwing. The Grenade will explode if held too long.

Activation requires one power cell from Omni Grenade's limited power supply.

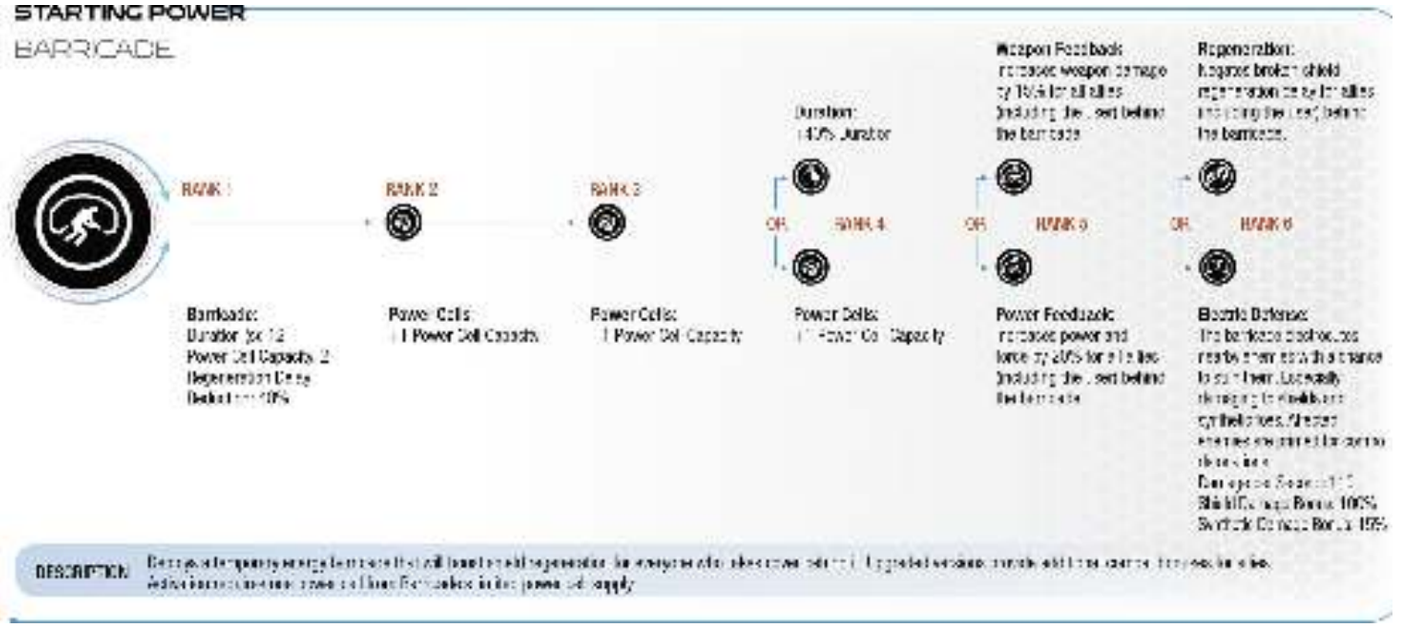


BARRICADE

DESCRIPTION

Deploys a temporary energy barricade that will boost shield regeneration for everyone who takes cover behind it. Upgraded versions provide additional combat bonuses for allies.

Activation requires one power cell from Barricade's limited power cell supply.

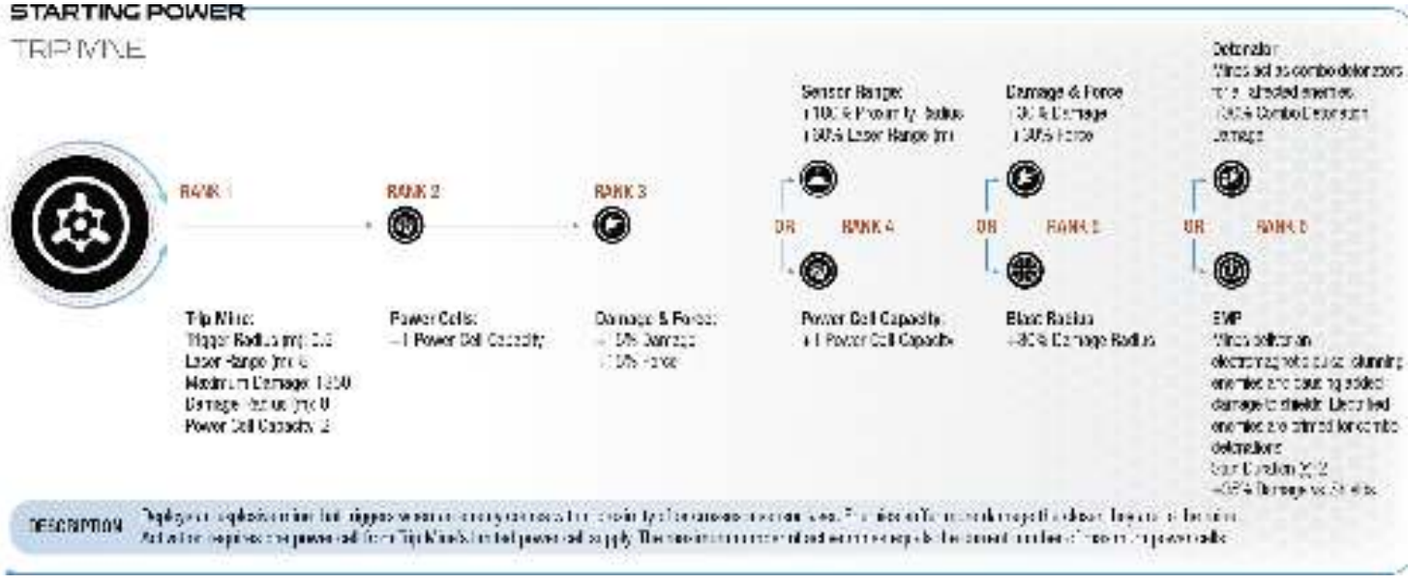


TRIP MINE

DESCRIPTION

Deploys an explosive mine that triggers when an enemy comes within proximity of or crosses a sensor laser. Enemies suffer more damage the closer they are to the mine.

Activation requires one power cell from Trip Mine's limited power cell supply. The maximum number of active mines equals the current number of maximum power cells.

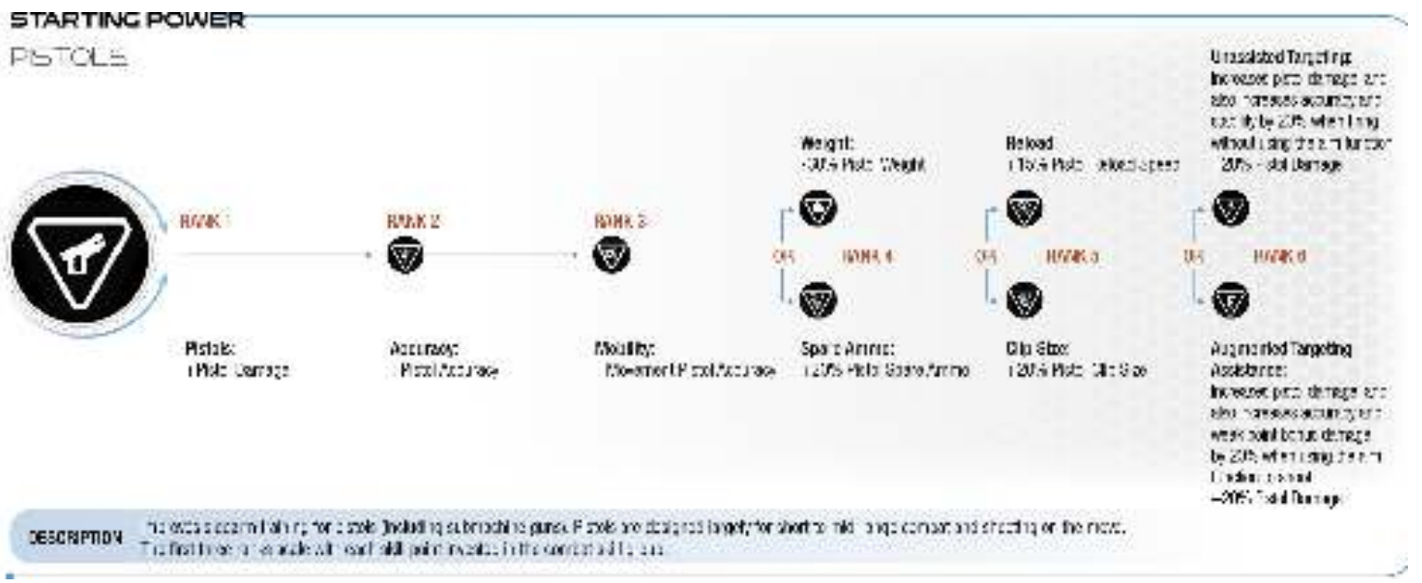


PISTOLS

DESCRIPTION

Improves sidearm training for pistols (including submachine guns). Pistols are designed largely for short to mid-range combat and shooting on the move.

The first three ranks scale with each skill point invested in the combat skill group.



ASSAULT RIFLES

DESCRIPTION

Advanced training improves facility with assault rifles for dedicated combatants. Assault rifles offer moderate accuracy, range, and stopping power.

The first three ranks scale with each skill point invested in the combat skill group.

SHOTGUNS

DESCRIPTION

Specialized training for close-quarters combatants. Shotguns deal high damage at short range at the expense of poor accuracy at long distances.

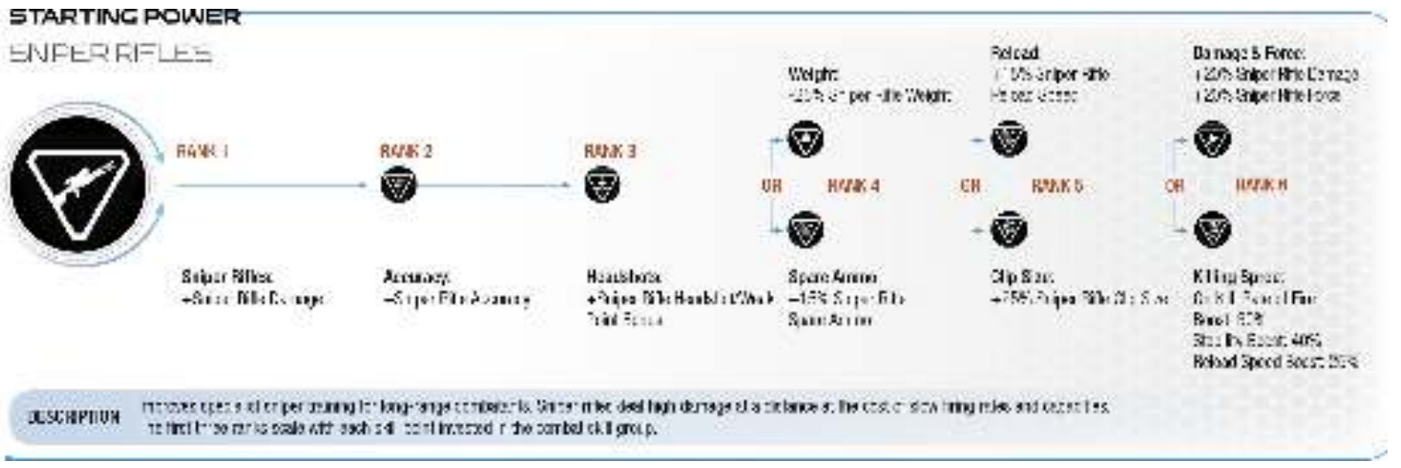
The first three ranks scale with each skill point invested in the combat skill group.

SNIPER RIFLES

DESCRIPTION

Improves specialist sniper training for long-range combatants. Sniper rifles deal high damage at a distance at the cost of slow firing rates and capacities.

The first three ranks scale with each skill point invested in the combat skill group.

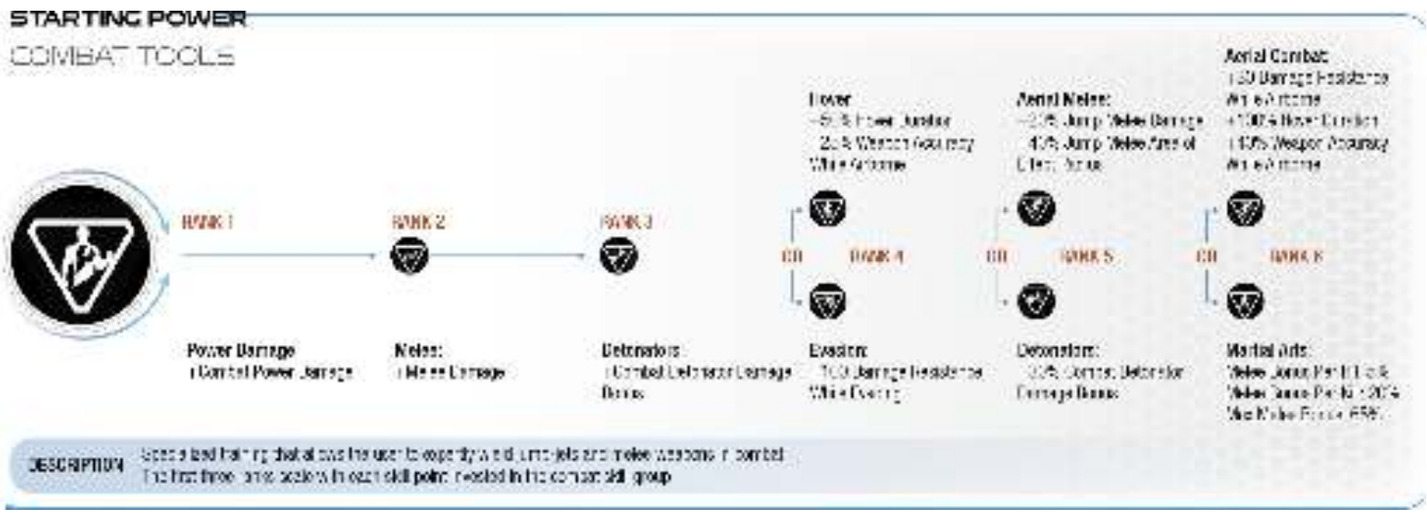


COMBAT TOOLS

DESCRIPTION

Specialized training that allows the user to expertly wield jump-jets and melee weapons in combat.

The first three ranks scale with each skill point invested in the combat skill group.



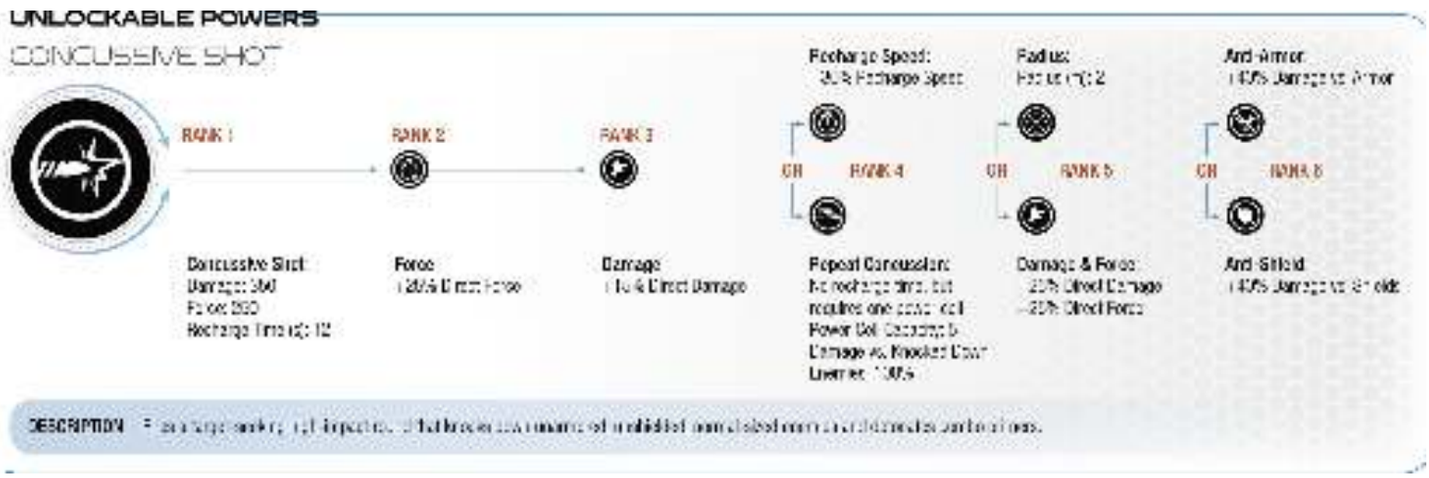
CONCUSSIVE SHOT, TURBOCHARGE, FLAK CANNON, COMBAT FITNESS

These skills are unlocked by investing at least nine skill points into the combat skill group.

CONCUSSIVE SHOT

DESCRIPTION

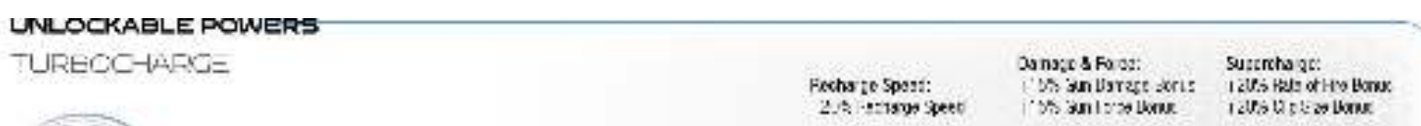
Fires a target-seeking high-impact round that knocks down unarmored, unshielded, normal-sized enemies and detonates combo primers.



TURBOCHARGE

DESCRIPTION

Temporarily vents weapon heat via armor to improve thermal clip efficiency and boost weapon firing rates.

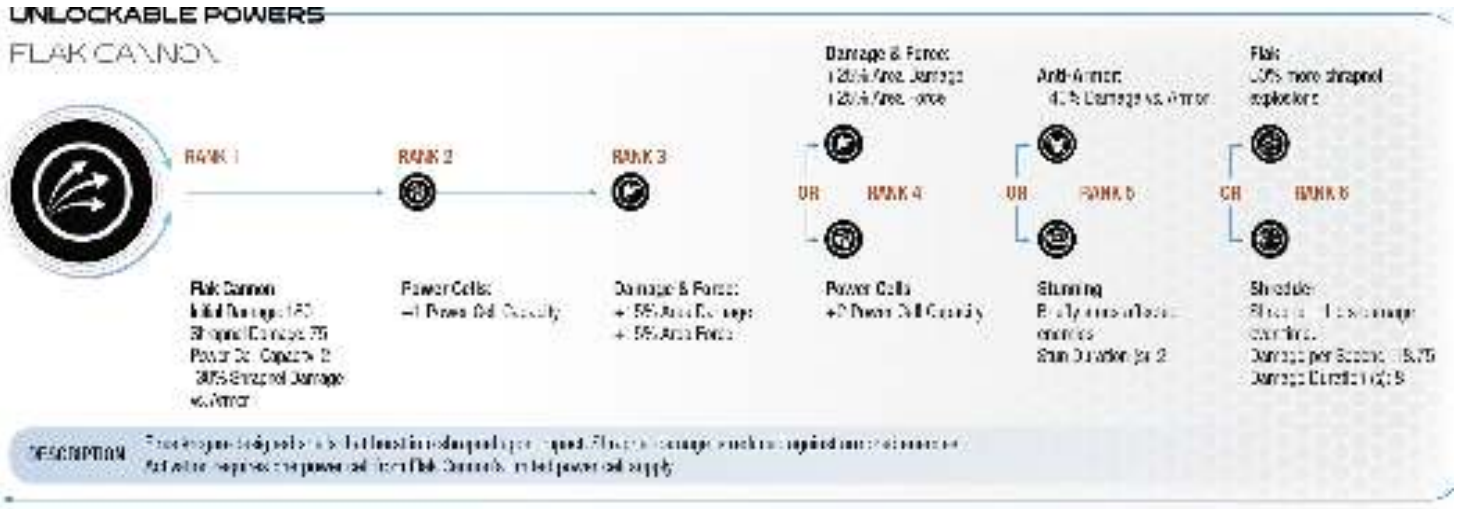


FLAK CANNON

DESCRIPTION

Fires krogan-designed shells that burst into shrapnel upon impact. Shrapnel damage is reduced against armored enemies.

Activation requires one power cell from Flak Cannon's limited power cell supply.

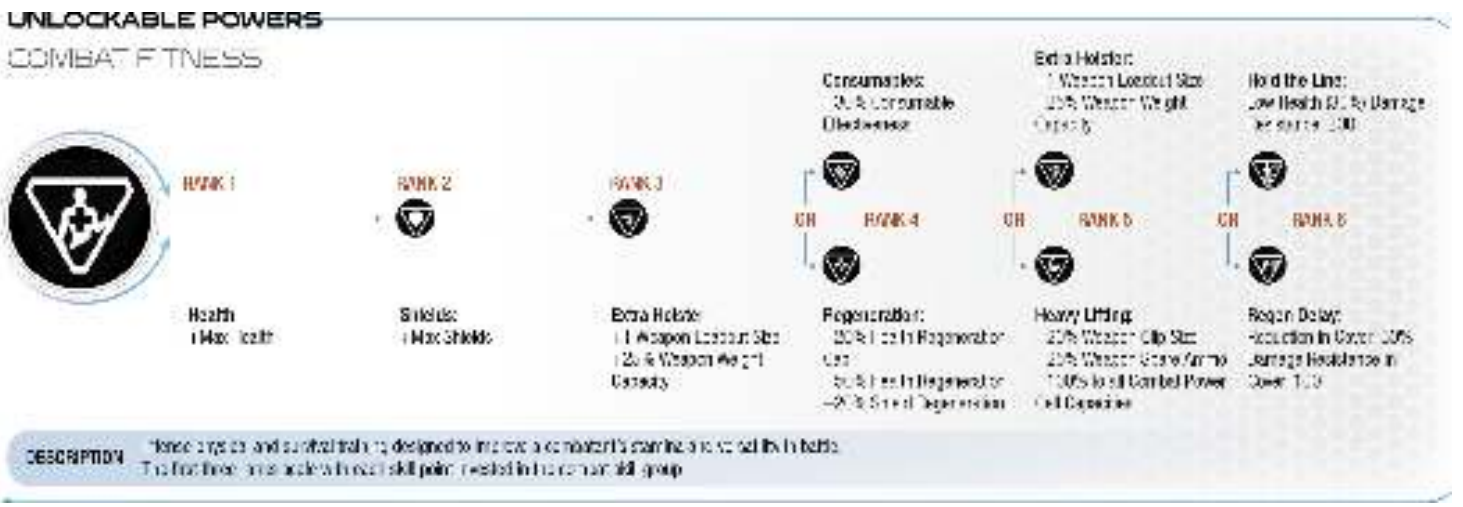


COMBAT FITNESS

DESCRIPTION

Intense physical and survival training designed to improve a combatant's stamina and versatility in battle.

The first three ranks scale with each skill point invested in the combat skill group.



EXPANDING ON BUILDS AND CORE SKILLS

The builds listed in this section are concepts derived from forming synergies based on common and conventional play styles.

Core skills are the soul of the build and what the play style primarily revolves around. Skills are listed in the priority that they should be unlocked if you're currently advancing and leveling up in the campaign. For some builds, you may need to use the "Customize Character" option to change Ryder's combat-training history in order to start with certain powers and skills.

EXAMPLE BUILDS AND PLAY STYLES

GUN NUT

- **Training History:** Security Officer
- **Core Skills:** Turbocharge, Assault Rifles OR Pistols, Barricade, Combat Fitness (Rank 3 only), Sniper Rifles
- **Power Loadout:** Turbocharge, Barricade, Overload OR Energy Drain
- **Recommended Weapons: Assault Rifles** OR **Pistols**, **Sniper Rifles**
- **Recommended Profiles:** Soldier

Heavily spending points into a mid-range weapon type (Assault Rifles or Pistols) and using Turbocharge to amplify damage output cultivates a play style that revolves around precise aim, smart ammo management, and proper timing with weapon reloads. This build is recommended for players who like to deal consistent damage while having the ability to score well-placed critical hits on weak points. To further optimize weapon efficiency, remember to keep a sufficient stock of all three "elemental ammo" consumables.

This type of gun-focused play style excels at dealing single-target damage and burning down individual foes from cover.

BOMB LOBBER

- **Training History:** Operative OR Security
- **Core Skills:** Omni Grenade, Trip Mine, Flak Cannon, Tactical Cloak OR Concussive Shot
- **Power Loadout:** Omni Grenade, Trip Mine, Flak Cannon, Tactical Cloak OR Concussive Shot (profile swap when necessary)
- **Recommended Weapons: Assault Rifles**, **Shotguns**, **Sniper Rifles**
- **Recommended Profiles:** Soldier

This is an explosive build, both figuratively and literally. It's designed to deal huge amounts of damage in large areas in a short amount of time with Trip Mine, Omni Grenade, and Flak Cannon. Additionally, starting with the Operative training history through the Character Creation launcher gives you the Tactical Cloak tech power without requiring an investment into the tech group (usually requires a hefty investment to unlock). Alternatively, you can start with Security training, sacrificing Tactical Cloak and gaining Concussive Shot.

You can use this demolitions tool kit in a couple of ways, depending on what the situation calls for. You can opt to frontload all your area-of-effect damage if you absolutely need to clear out a group of tough enemies (with the significant drawback of expending cell resources). Ideally, though, you can follow up your carpet bombing with projectile spray from a strong assault rifle to finish off survivors. (Worth noting is that cell-consuming powers practically have no recharge time, giving you the luxury of carrying heavy guns.)

For lengthy missions like kett base infiltration operations where you can't resupply at a forward station, ration out your cell usage by swapping in Tactical Cloak to get the jump on enemies, luring them into a well-placed Trip Mine.

BIOTIC

Biotic powers are based on the ability to create and manipulate mass effect fields. All biotic powers have a recharge time, but none require the use of power cells.

Strengths:

- Biotic specialists can control the battlefield by disabling and knocking around enemies, making large-scale battles more manageable.
- Pull and Singularity are excellent crowd-controlling skills.
- Several biotic powers can deal damage over a large area, taking a toll on multiple enemies at once.
- Biotic powers do not require power cells and generally have shorter recharge times than tech and combat powers.
- A few biotic powers drastically increase the user's survivability by regenerating lost shield strength or increasing maximum shield capacity.

Weaknesses:

- Certain biotic specialists are light on defenses.
- Biotic powers do not handle shielded enemies well; not only do biotic powers deal meager damage to shields, but shielded enemies are immune to gravitational effects, such as Pull and Throw.

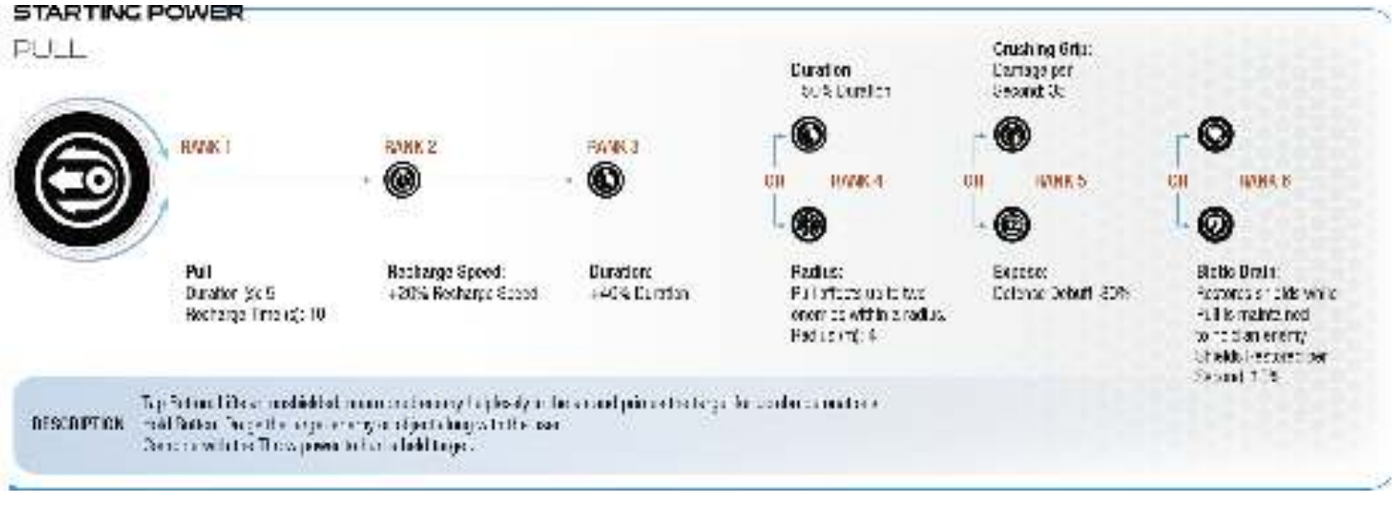
PULL

DESCRIPTION

Tap Button: Lifts an unshielded, unarmored enemy helplessly in the air and primes the target for combo detonations.

Hold Button: Drags the target enemy or object along with the user.

Combine with the Throw power to hurl a held target.



THROW

DESCRIPTION

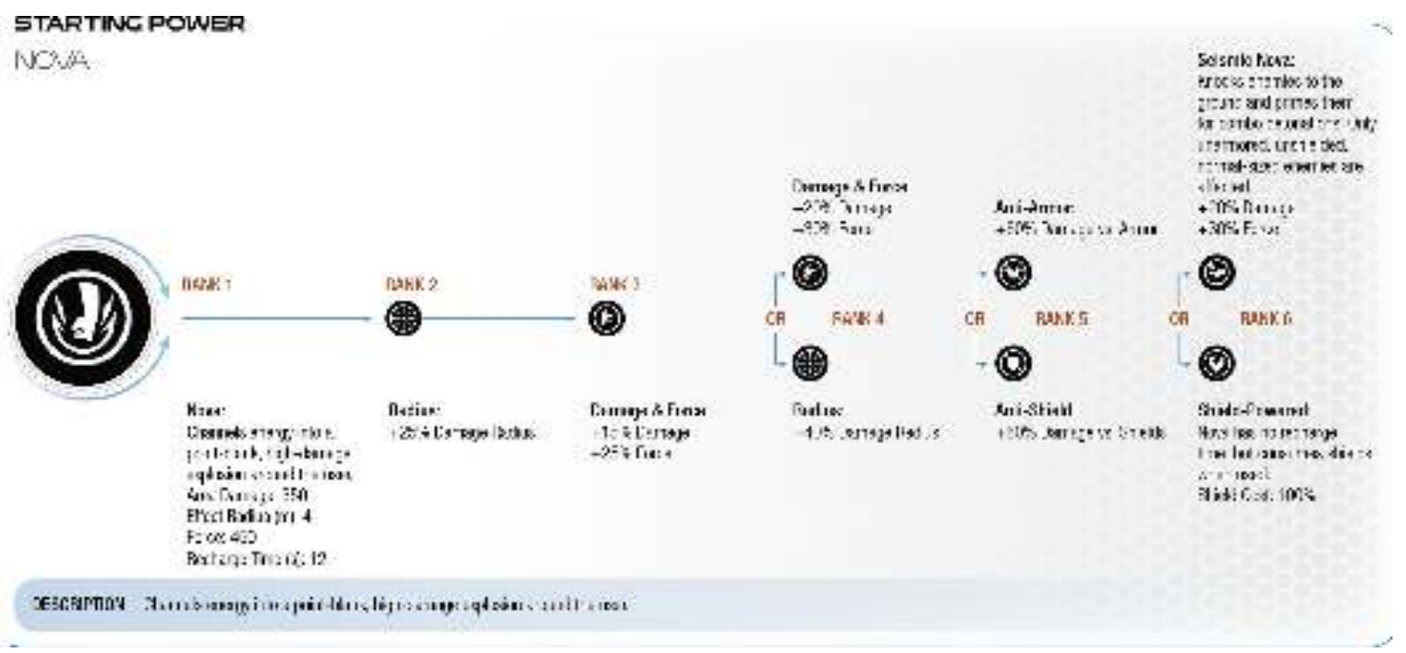
Hurls a gravity field projectile to throw unshielded and unarmored targets away and detonate combo primers.

Combine with the Pull power to hurl held targets.

NOVA

DESCRIPTION

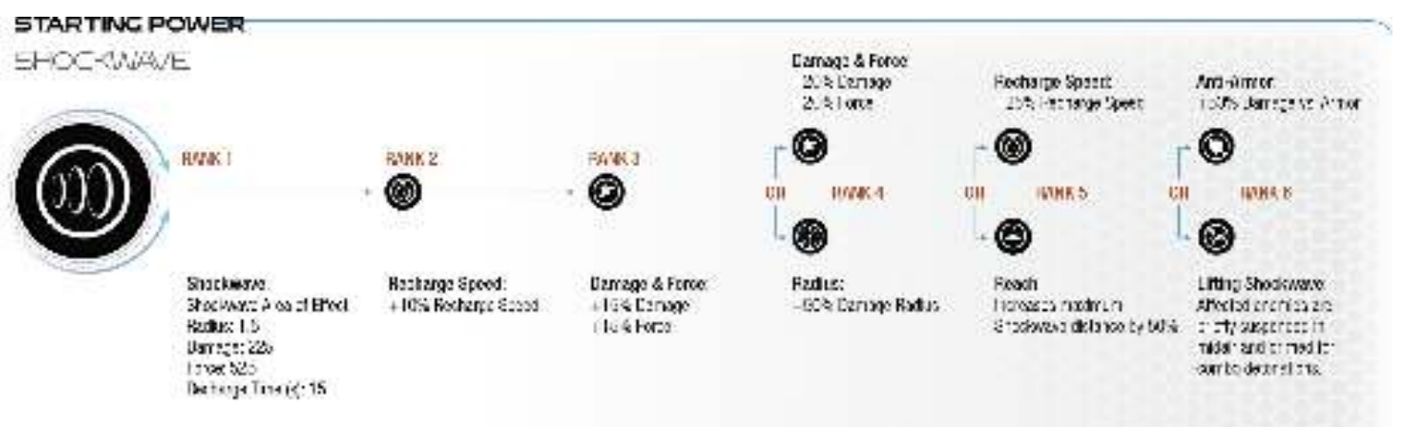
Channels energy into a point-blank, high-damage explosion around the user.



SHOCKWAVE

DESCRIPTION

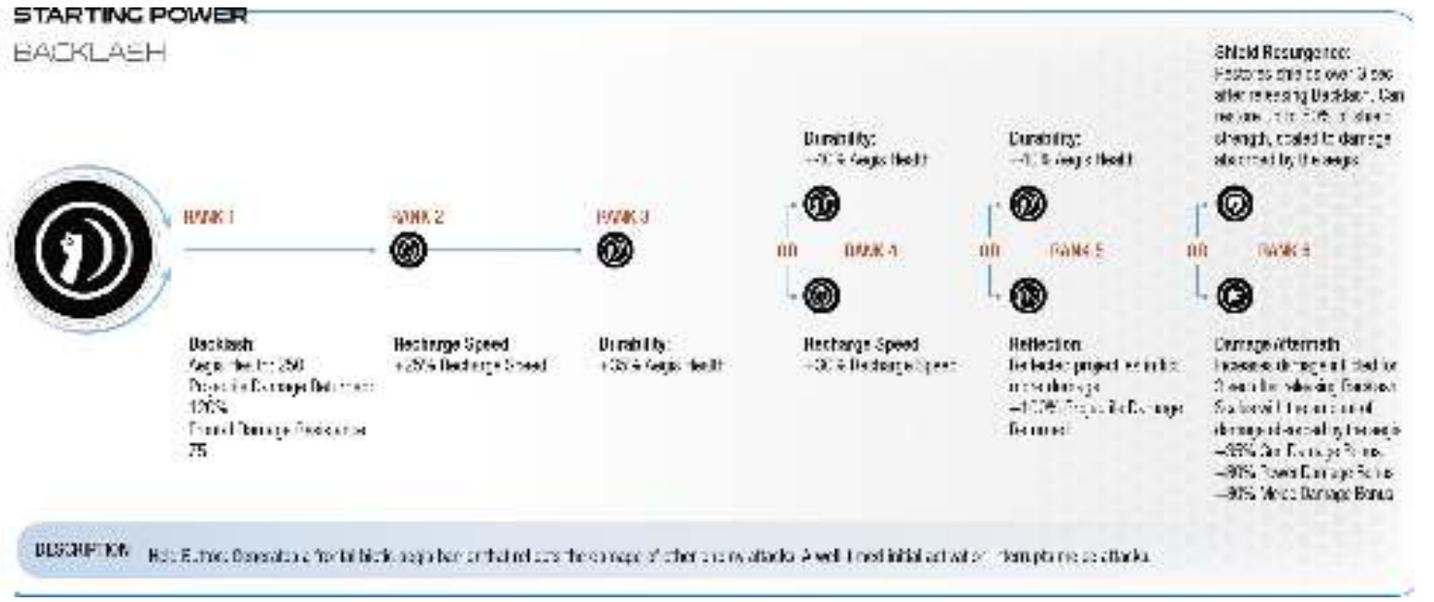
Blasts enemies with a line of explosions that proceeds through walls and other solid objects. Shockwave detonates combo primers.



BACKLASH

DESCRIPTION

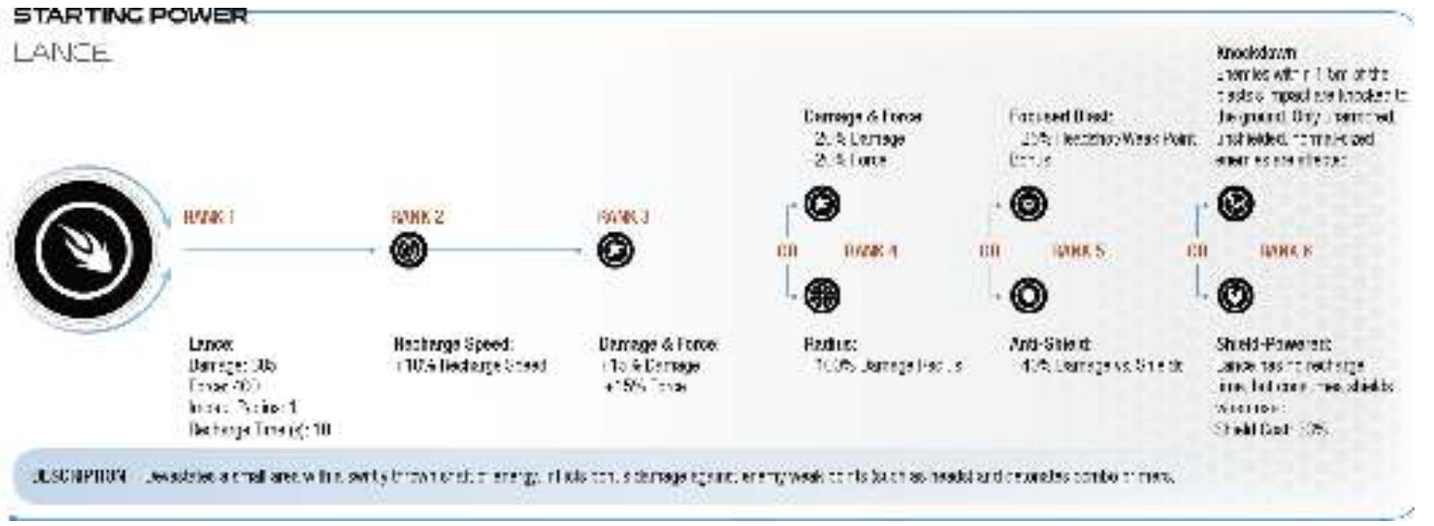
Hold Button: Generates a frontal biotic aegis barrier that reflects the damage of other enemy attacks. A well-timed initial activation interrupts melee attacks.



LANCE

DESCRIPTION

Devastates a small area with a swiftly thrown shaft of energy. Inflicts bonus damage against enemy weak points (such as heads) and detonates combo primers.

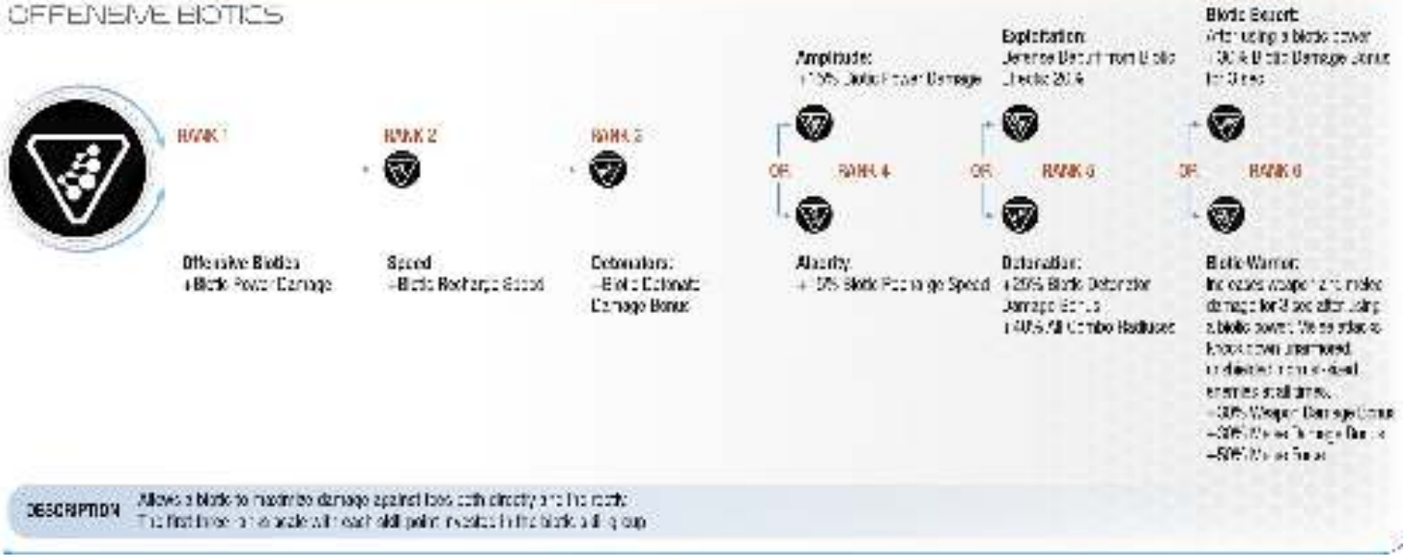


OFFENSIVE BIOTICS

DESCRIPTION

Allows a biotic to maximize damage against foes both directly and indirectly.

The first three ranks scale with each skill point invested in the biotic skill group.

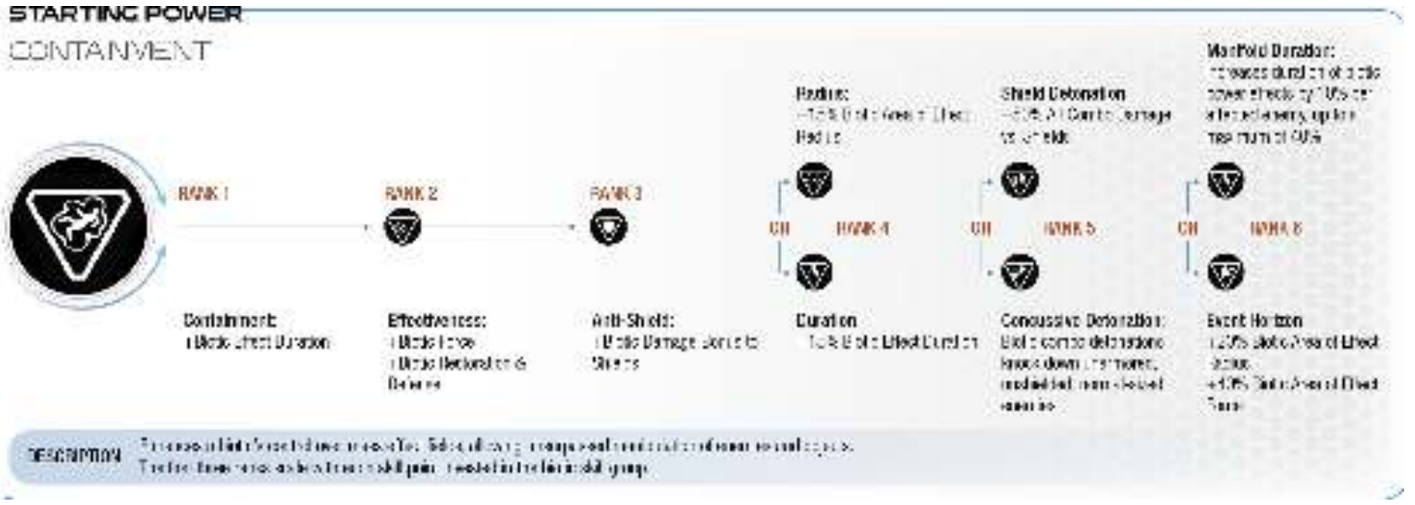


CONTAINMENT

DESCRIPTION

Enhances a biotic's control over mass effect fields, allowing unsurpassed manipulation of enemies and objects.

The first three ranks scale with each skill point invested in the biotic skill group.



CHARGE, ANNIHILATION, SINGULARITY, BARRIER

These skills are unlocked by investing at least nine skill points into the biotic skill group.

CHARGE

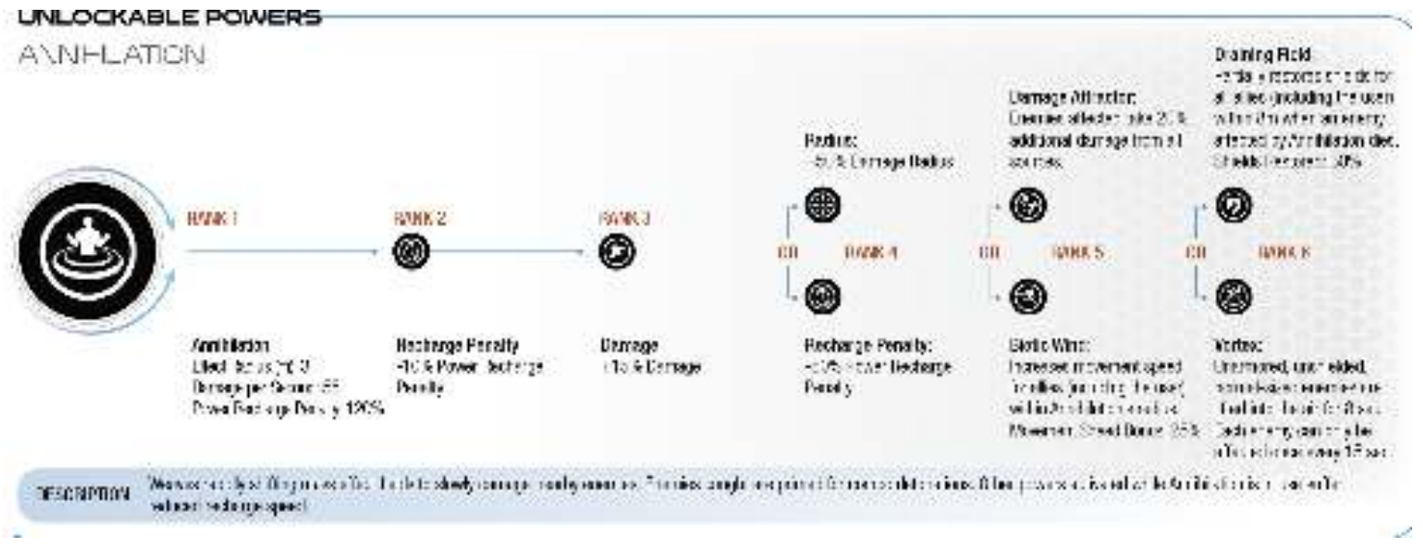
DESCRIPTION

Alters the biotic's mass, launching the user at an opponent. Restores some shield strength at the charge's end. Charge detonates combo primers on targets.

ANNIHILATION

DESCRIPTION

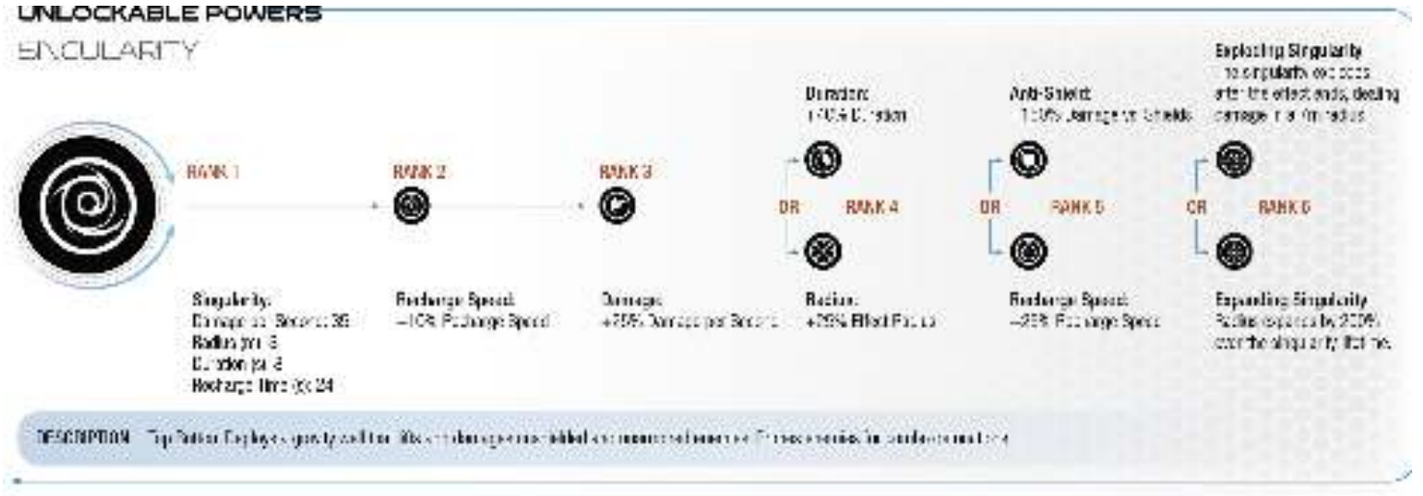
Weaves rapidly shifting mass effect fields to slowly damage nearby enemies. Enemies caught are primed for combo detonations. Other powers activated while Annihilation is in use suffer reduced recharge speed.



SINGULARITY

DESCRIPTION

Tap Button: Deploys a gravity well that lifts and damages unshielded and unarmored enemies. Primes enemies for combo detonations.

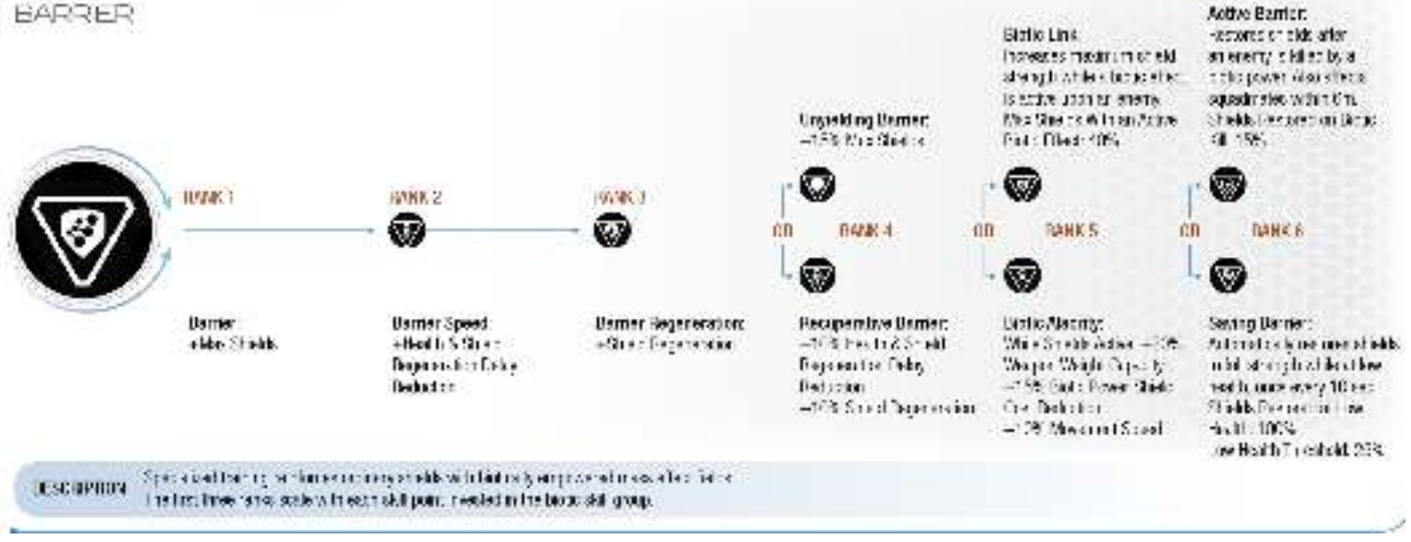


BARRIER

DESCRIPTION

Specialized training reinforces ordinary shields with biotically empowered mass effect fields.

The first three ranks scale with each skill point invested in the biotic skill group.



EXAMPLE BUILDS AND PLAY STYLES

SKYWALKER

- **Training History:** Biotic
- **Core Skills:** Pull, Throw, Singularity, Containment
- **Power Loadout:** Pull, Throw, Singularity
- **Recommended Weapons:** Lightweight Pistols **Recommended Profiles:** Adept

All the core skills listed have natural synergies with each other. This build is designed to make you a master of crowd control with each power inflicting some kind of displacement effect. The active power loadout provides flexibility as well. You can either detonate your own biotic combo by using the Pull (tap) into Throw sequence, or you can use the powers methodically to remove specific foes from combat, affording your team some breathing room.

This build is recommended for those who like to set up their squadmates for success as you leave enemies dangling in the air, priming them for a detonator finish from your allies. The Radius upgrade for Pull is highly recommended for Hardcore and Insanity difficulty settings since it allows you to disable multiple unshielded foes at once to prevent becoming overwhelmed. As you accrue skill points, unlock Singularity as soon as possible to put your last power slot to use. Singularity expands your incapacitation ability and gives you another primer for Throw detonations.

Since this is a power-reliant build, limit your weapon encumbrance by carrying only one or two of your most powerful pistols. Every second of recharge speed matters!

HAM-FISTED

- **Training History:** Scrapper
- **Core Skills:** Charge, Nova, Barrier, Shotguns, Trip Mine OR Omni Grenade
- **Power Loadout:** Charge, Nova, Trip Mine OR Omni Grenade
- **Recommended Weapons:** Melee, Shotguns
- **Recommended Profiles:** Vanguard

Charge and Nova are made for each other and allow for an extremely aggressive (and perhaps dangerous) style of play. Barrier is essential here since you can expect to take heavy fire as you draw attention to yourself with Charge. You can opt to put a point into Omni Grenade early on to fill in your third power as a solid cover-flushing tool.

Your approach with this setup is cut-and-dry: Go in hard with Charge, then follow up with an explosive Nova, damaging and dispersing enemies around you. Alternatively, you can stay within range to maul your victims with an omni-blade or krogan hammer (if you're lucky enough to find one). Additionally, unlocking the Vanguard profile greatly increases your survivability, providing a shield-siphoning effect to your melee weapon.

While it's a fun and exciting way to play, this build can be challenging to use on Hardcore and Insanity difficulty settings because of the amount of bonus damage enemies inflict. You can work around this with good positioning, patience, and vigilant squad management. Try to lure out and isolate enemies before committing to a Charge. You may also need to use defensive consumables like Shield Capacitor.

BIOTIC...ARM!

The following is a sample attack sequence showcasing the strength of the Charge/Nova/Omni Grenade tool kit:

1. Find a worthy opponent (victim) on the battlefield

2. Lob an Omni Grenade at said prey

3. Use Charge to engage the disoriented enemy

4. Follow up your "biotic arm" with a well-placed shotgun blast and immediately activate Nova as a "cancel" (since you can instantly transition from shooting a firearm by executing a power)

N7

ADVANCED COMBAT TECHNIQUES—OPTIMIZING ROTATIONS

Although most attacks in the game have set recharge times and animation lengths, there are small adjustments or sequences you can use to ensure an explosive damage output.

For instance, shooting with your gun does not "lock" your character into an animation, so you're free to execute any command immediately after firing. Combine this ability with the highest-damage weapon you can find (usually a low-capacity, high-damage shotgun) to create two-step techniques for bursting down enemies.

TECH

Tech specializations can vary since the active powers significantly differ from one another. The unique elemental properties of the primary tech powers (e.g., Incinerate, Overload, and Cryo Beam) make them attractive complementary powers to include in combat- and biotic-focused builds. Taking the Overload power is a no-brainer when playing on Hardcore and Insanity, considering how frustrating it is to tackle shielded enemies without it.

Strengths:

- Tech specialists are suited for taking down specific enemy types with ease.
- Overload is extremely powerful against synthetics and shielded enemies.
- Incinerate and Flamethrower can swiftly eliminate dangerous armored foes such as Fiends.
- Tactical Cloak and Energy Drain offer high survivability, allowing for stealthy sniper play.
- Tech is the only specialization with the ability to create an additional target for enemies to deal with.

Weaknesses:

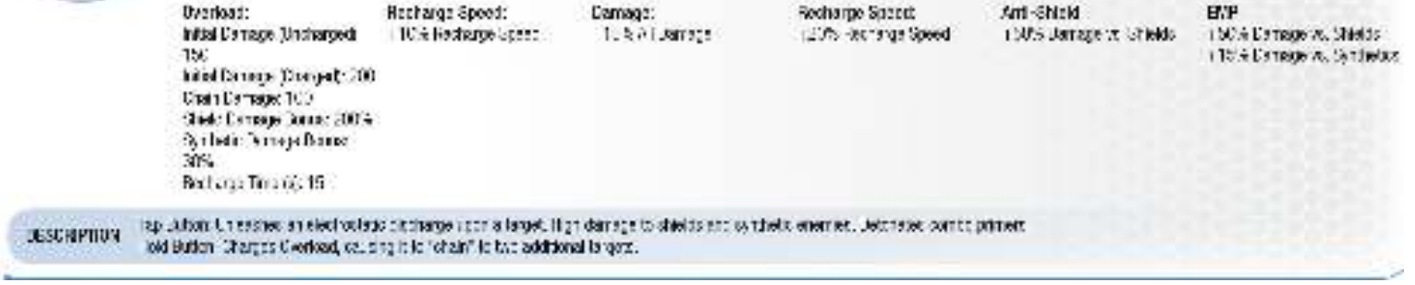
- Tech powers feature long recharge times, exacerbated by weapon choice.
- Tech specialists require careful positioning without Tactical Cloak.

OVERLOAD

DESCRIPTION

Tap Button: Unleashes an electrostatic discharge upon a target. High damage to shields and synthetic enemies. Detonates combo primers.

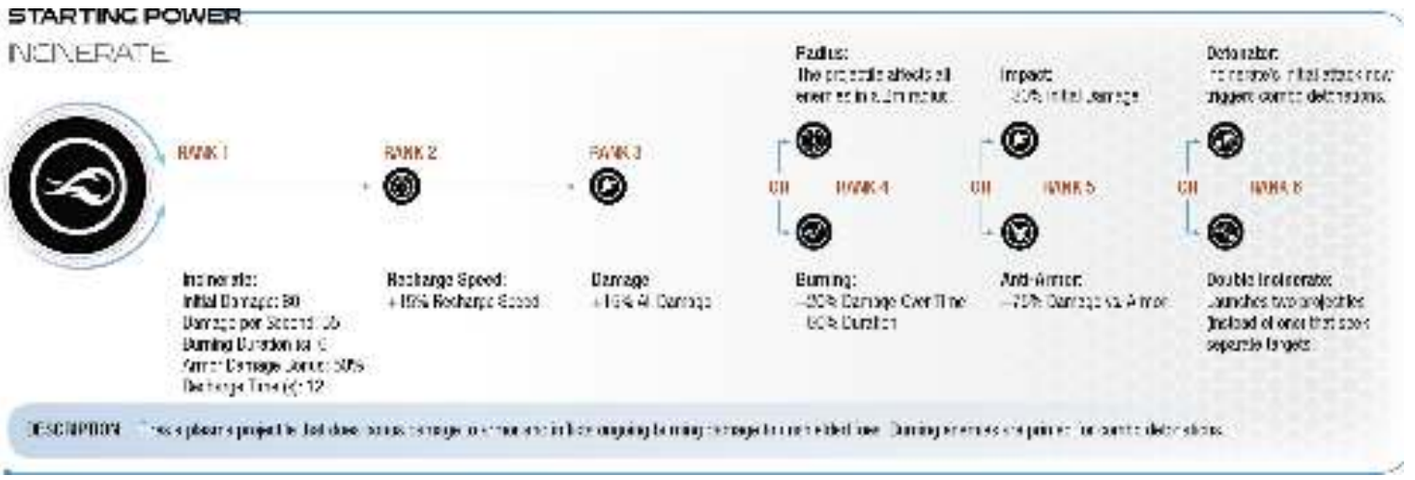
Hold Button: Charges Overload, causing it to "chain" to two additional targets.



INCINERATE

DESCRIPTION

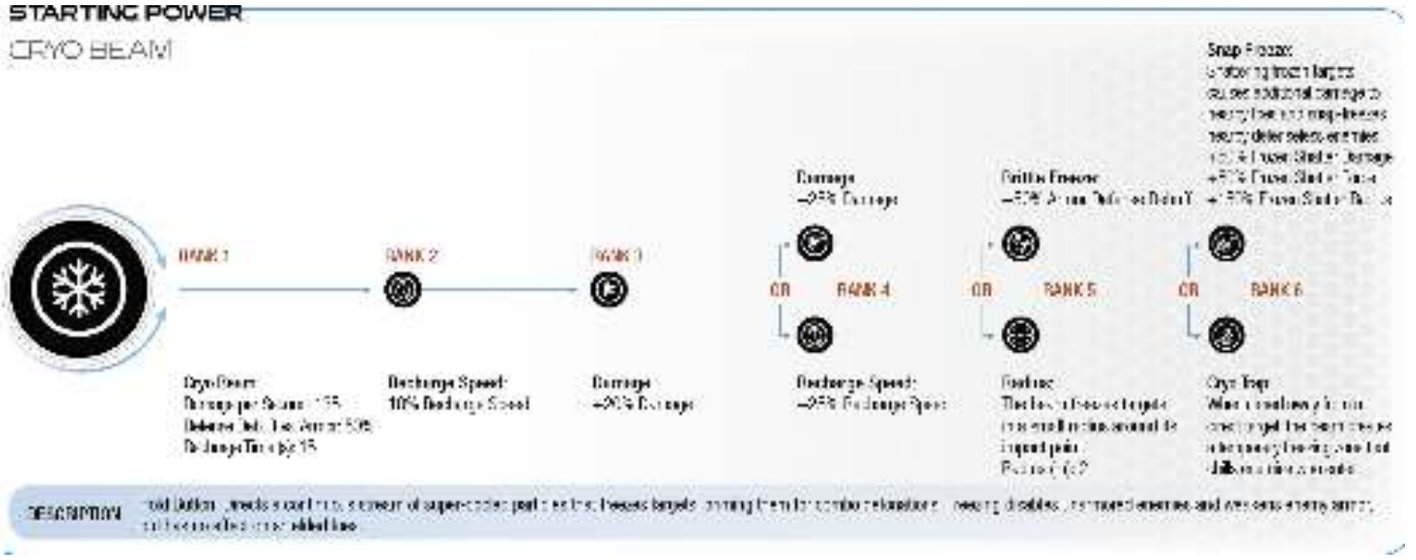
Fires a plasma projectile that does bonus damage to armor and inflicts ongoing burning damage to unshielded foes. Burning enemies are primed for combo detonations.



CRYO BEAM

DESCRIPTION

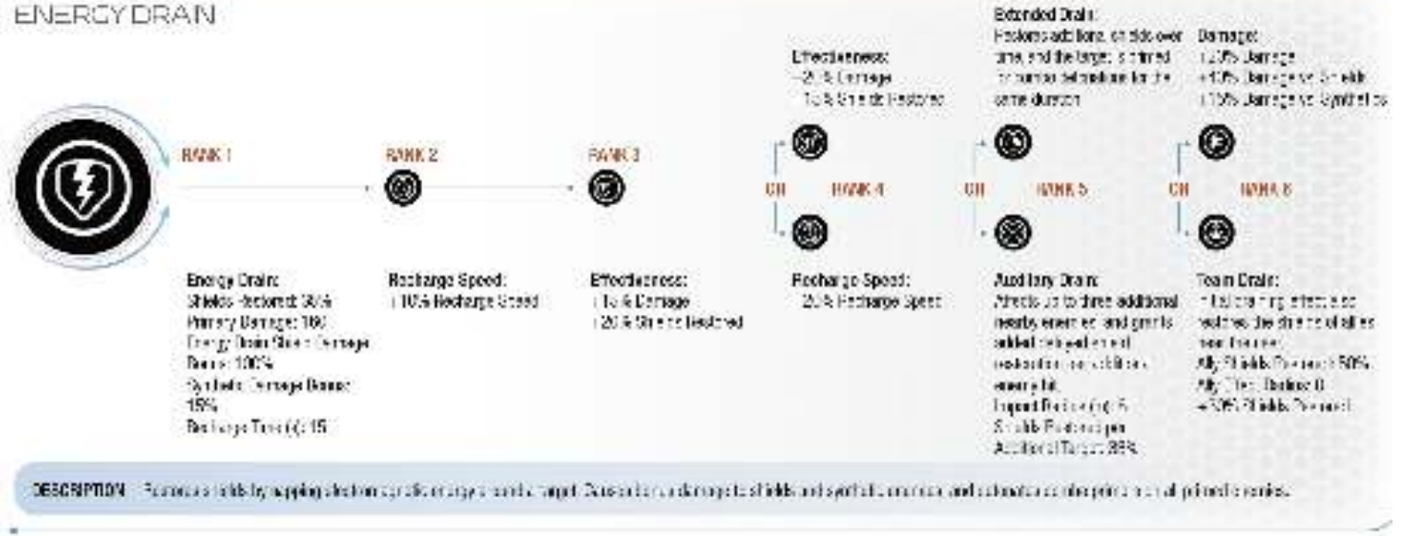
Hold Button: Directs a continuous stream of super-cooled particles that freezes targets, priming them for combo detonations. Freezing disables unarmored enemies and weakens enemy armor, but has no effect on shielded foes.



ENERGY DRAIN

DESCRIPTION

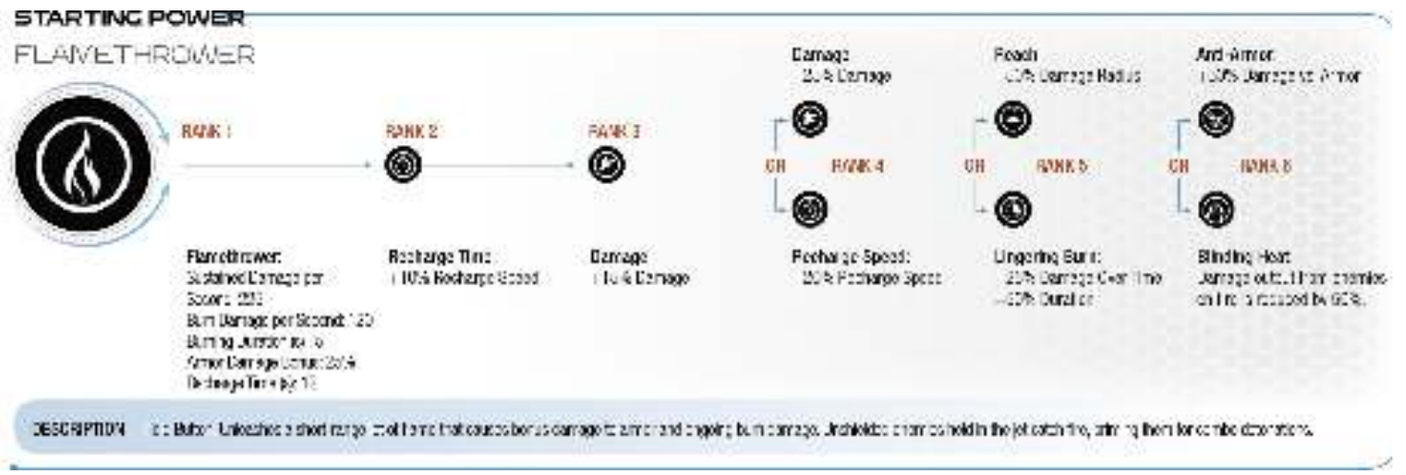
Restores shields by sapping electromagnetic energy around a target. Causes bonus damage to shields and synthetic enemies, and detonates combo primers on all primed enemies.



FLAMETHROWER

DESCRIPTION

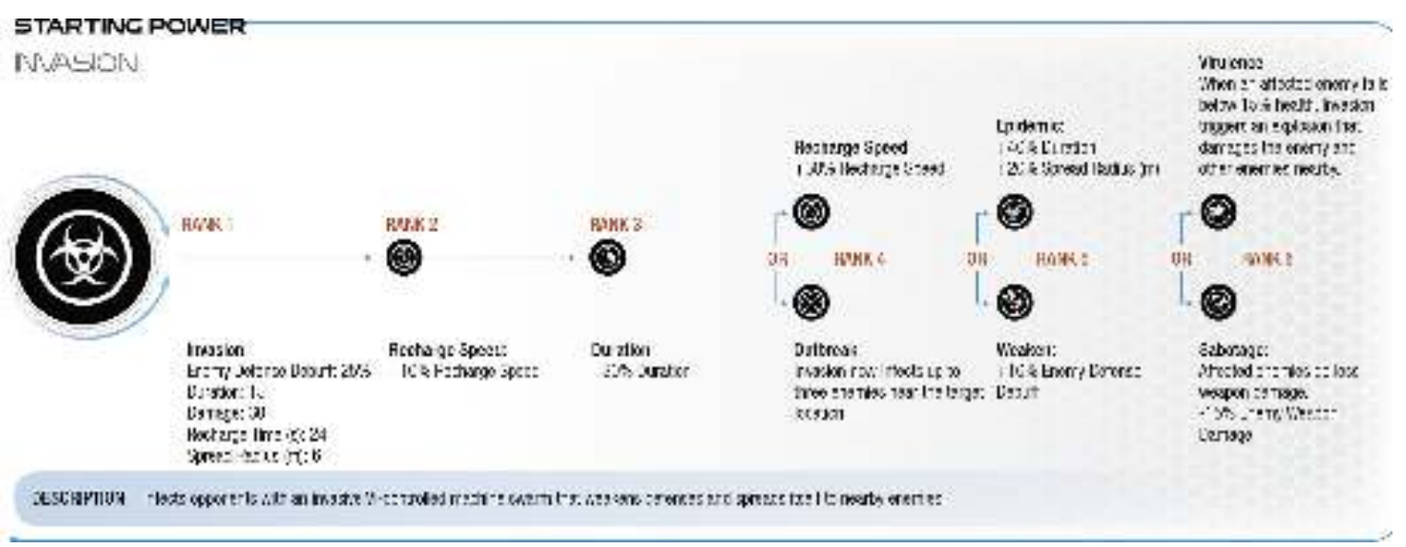
Hold Button: Unleashes a short-range jet of flame that causes bonus damage to armor and ongoing burn damage. Unshielded enemies held in the jet catch fire, priming them for combo detonations.



INVASION

DESCRIPTION

Infects opponents with an invasive VI-controlled machine swarm that weakens defenses and spreads itself to nearby enemies.

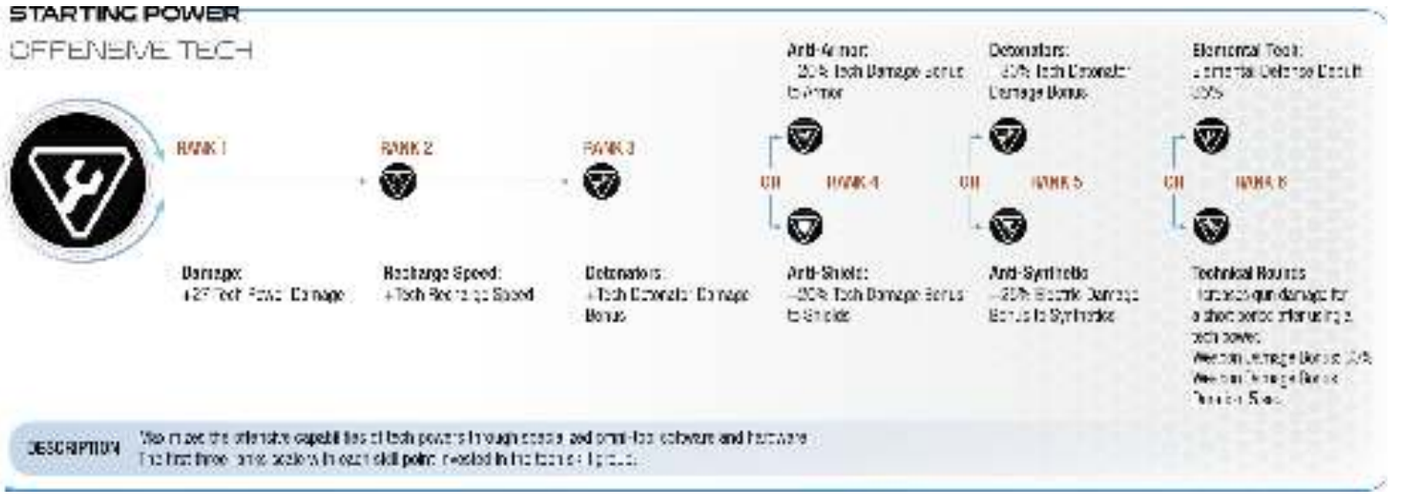


OFFENSIVE TECH

DESCRIPTION

Maximizes the offensive capabilities of tech powers through specialized omni-tool software and hardware.

The first three ranks scale with each skill point invested in the tech skill group.

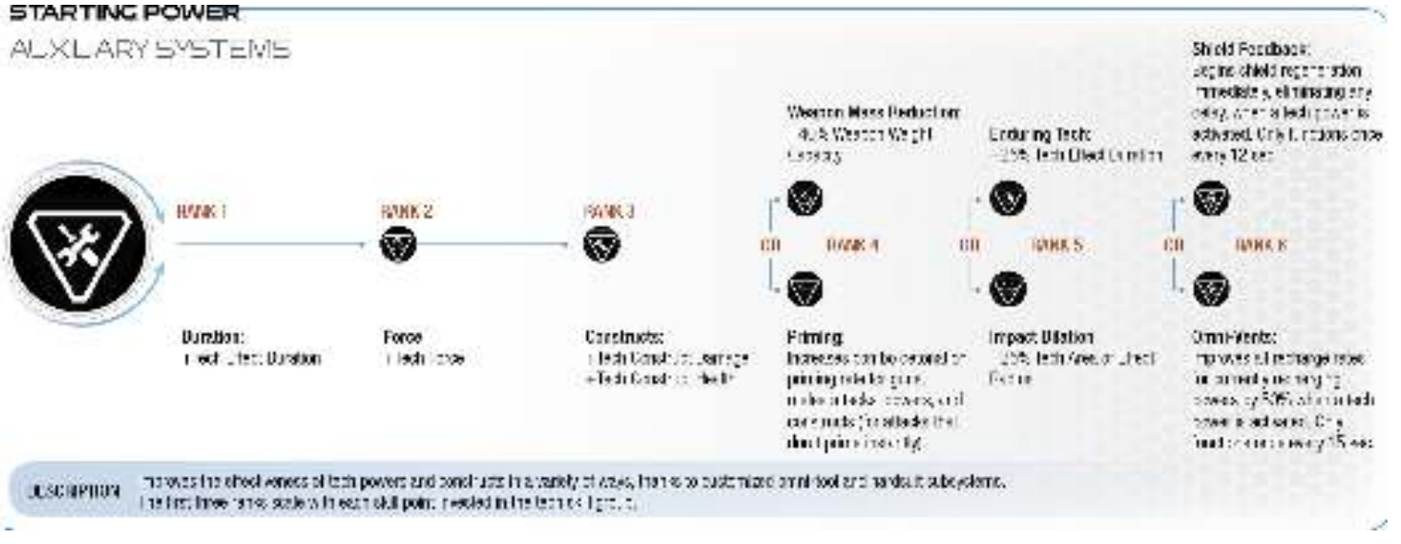


AUXILIARY SYSTEMS

DESCRIPTION

Improves the effectiveness of tech powers and constructs in a variety of ways, thanks to customized omni-tool and hardsuit subsystems.

The first three ranks scale with each skill point invested in the tech skill group.



ASSAULT TURRET, TACTICAL CLOAK, TEAM SUPPORT

These skills are unlocked by investing at least nine skill points into the tech skill group.

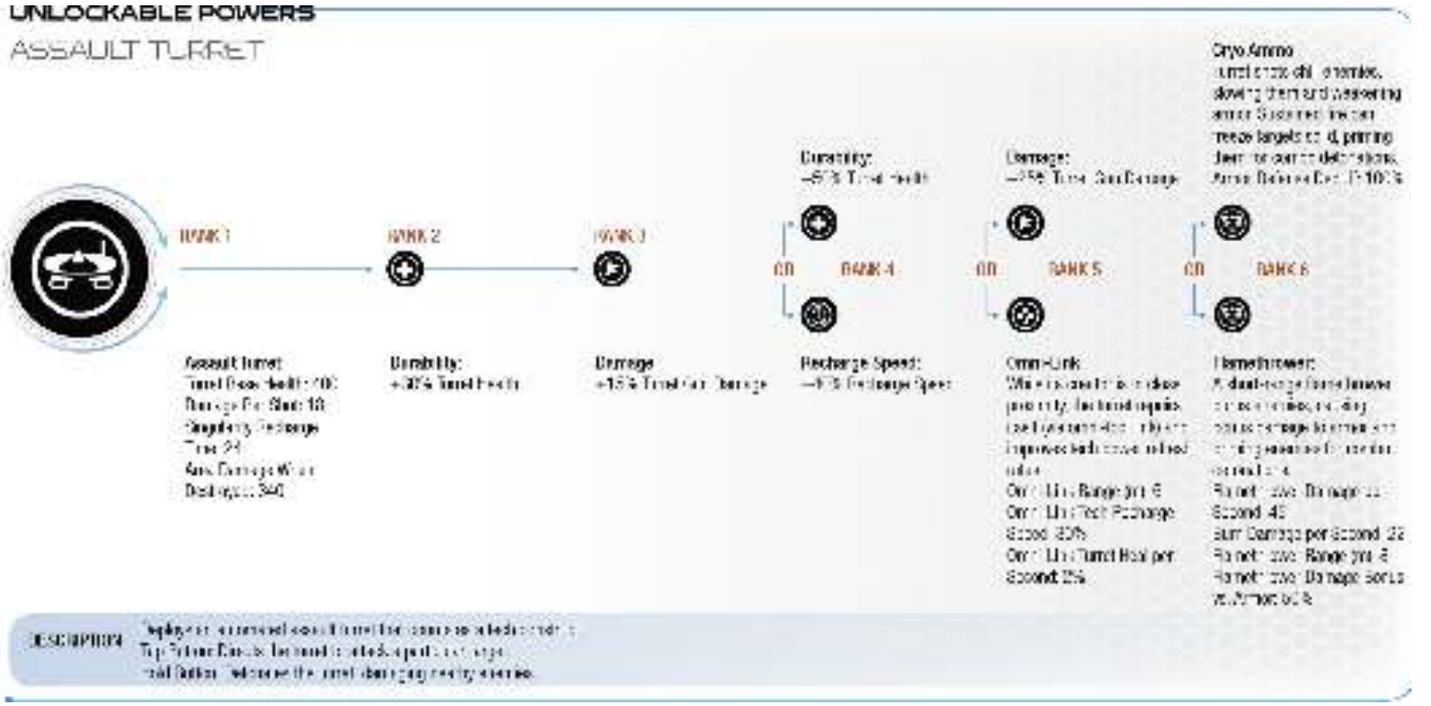
ASSAULT TURRET

DESCRIPTION

Deploys an automated assault turret that counts as a tech construct.

Tap Button: Directs the turret to attack a particular target.

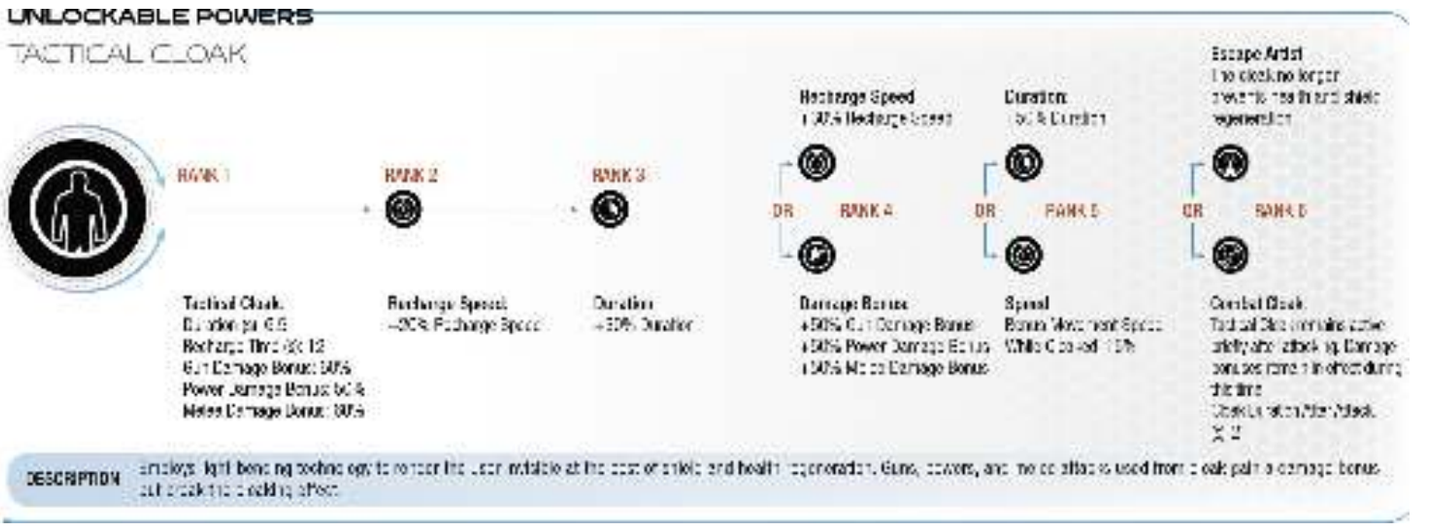
Hold Button: Detonates the turret, damaging nearby enemies.



TACTICAL CLOAK

DESCRIPTION

Employs light-bending technology to render the user invisible at the cost of shield and health regeneration. Guns, powers, and melee attacks used from cloak gain a damage bonus but break the cloaking effect.



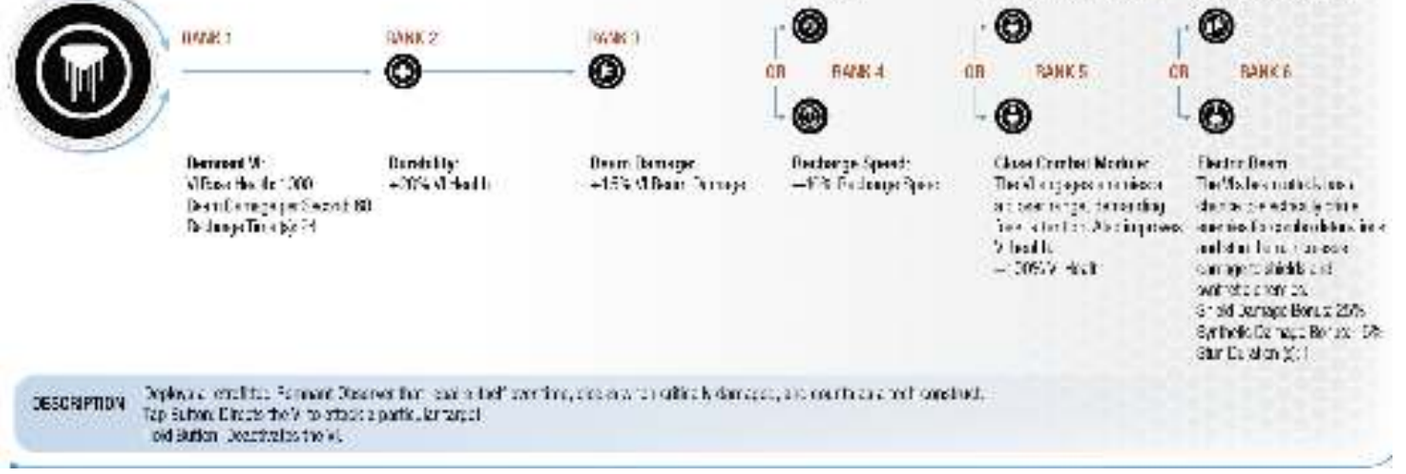
REMNANT VI*

DESCRIPTION

Deploys a retrofitted Remnant Observer that repairs itself over time, cloaks when critically damaged, and counts as a tech construct.

Tap Button: Directs the VI to attack a particular target.

Hold Button: Deactivates the VI.



REMNANT VI

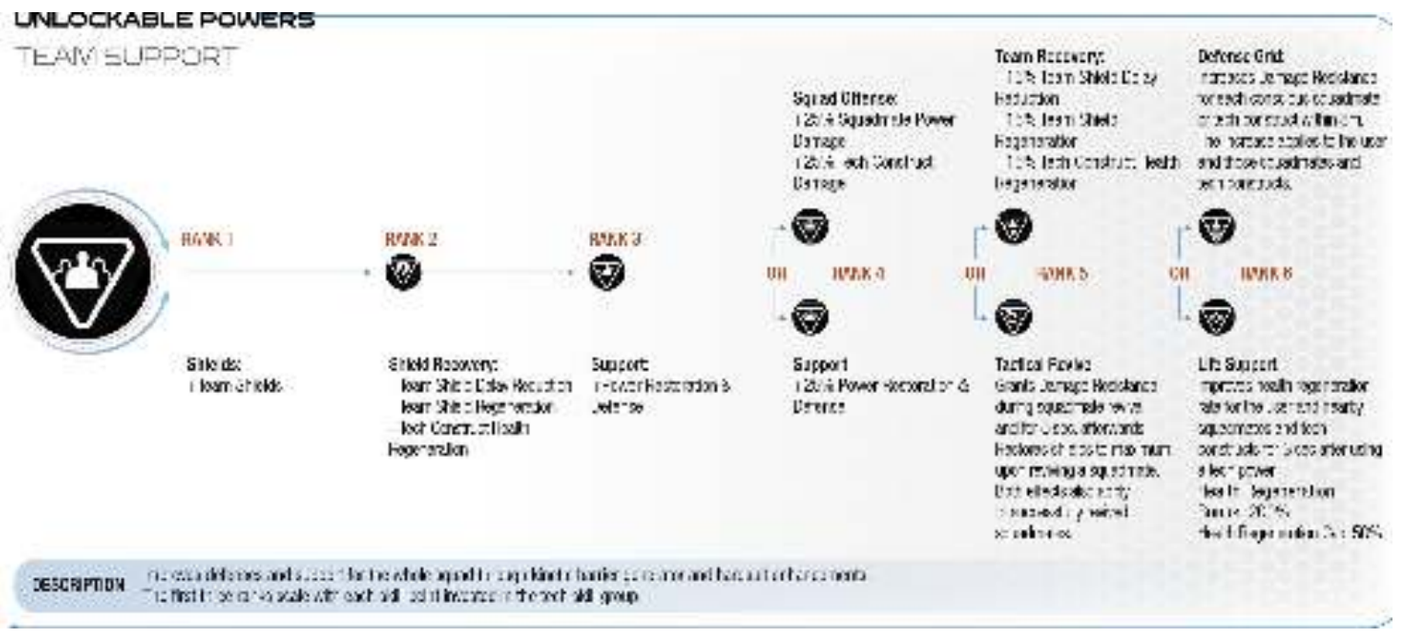
The Remnant VI power is unlocked after speaking to Peebee on the Nexus for the mission, "Peebee: Secret Project."

TEAM SUPPORT

DESCRIPTION

Improves defenses and support for the whole squad through kinetic barrier generator and hardsuit enhancements.

The first three ranks scale with each skill point invested in the tech skill group.



EXAMPLE BUILDS AND PLAY STYLES

BIRD OF PREY

Training History: Operative

Core Skills: Tactical Cloak, Energy Drain, Sniper Rifles, Trip Mine

Power Loadout: Tactical Cloak, Energy Drain, Trip Mine

Recommended Weapons: Sniper Rifles, Pistols (Scoped)

Recommended Profiles: Infiltrator

Tactical Cloak not only gives you invisibility and a large damage multiplier to your next attack, it also mutes all sound you would otherwise generate, including from your jump-jets! With this in mind, you can create a “high-ground” advantage almost any time by cloaking and going airborne with your silent jump-jets.

SUBTERFUGE ASSAULT SEQUENCE

The following sequence is the basis of this aerial hit-and-run play style. It’s best used while undetected for an aerial-assassination engagement. As a defensive tool, you can use Tactical Cloak as an escape mechanism, followed by another aerial attack.

1. Activate Tactical Cloak
2. (If Trip Mine is unlocked) Set a Trip Mine trap to intercept incoming enemies
3. Launch into the air silently with your jump-jets
4. Activate hover jets by holding Tight Aim to stay airborne
5. Go for a headshot, luring enemies into your Trip Mine

In conjunction with a scoped weapon, you can easily recon the area using this technique. Look for high-priority targets, then aim for a critical hit. Your critical hit is further amplified by Tactical Cloak bonuses.

For your second power, investing points into Energy Drain is recommended for its shield-restoration effect. It’s best saved to stretch out your shield health while Tactical Cloak is recharging. Recharge-timer management is key with these tactics, so practice juggling your defensive powers with hiding behind cover.

High-damage, single-shot weapons are optimal with this build, so consider investing into a sniper rifle early on. Alternatively, you can go with single-shot pistols (like the Outlaw-based Sidewinder) equipped with a scope mod.

TRI-DISASTER

Training History: Technician

Core Skills: Overload, Incinerate OR Flamethrower, Cryo Beam, Invasion

Power Loadout: Overload, Incinerate OR Flamethrower, Cryo Beam

Recommended Weapons: Lightweight Pistols

Recommended Profiles: Engineer

Three power slots allow for three separate damage types. This setup is designed to make Hardcore and Insanity difficulties much more manageable, as it specifically targets the notoriously difficult foes known to cause headaches.

One such enemy is the Anointed, commonly encountered in Priority Ops missions. These kett heavies are equipped with regenerating shields and high rate-of-fire blasters, making them both durable and deadly. If these hulking gunners aren’t taken out promptly, they can easily mow down you and your teammates if you’re caught out of cover, so it’s vital that you save Overload recharge speeds specifically for these shielded enemies.

Fiends and Eiroch can also be problematic. Even though they’re primarily melee-based threats, you don’t want to mess around with these guys for too long—let them get close and it might be game over if you’re overwhelmed by their brute force. Take them down by ordering your squad to focus on them while you melt away their armor with a burning effect.

For firearms, lightweight pistols are recommended, particularly because tech powers have higher recharge times.

RAIDEN

Training History: Operative

Core Skills: Tactical Cloak (Speed, Combat Cloak), Annihilation (upgraded to Vortex), Energy Drain OR (any combo detonator)

Power Loadout: Tactical Cloak, Annihilation, Energy Drain

Recommended Weapons: Electric Firaan, Shotgun

Recommended Profiles: Sentinel

This build is for “late game” (when you’re at a reasonably high level). Use the Re-Spec Station to refund your points and reallocate them to invest into the three core skills listed for an extremely effective ninja-like play style. Tactical Cloak lets you dive into the enemy back line safely where you can then activate Annihilation, disabling all unshielded enemies (with the Vortex upgrade, enemies within range levitate helplessly). Follow this up with a biotic combo using Energy Drain (or the combo detonator of your choice, although Energy Drain provides more survivability). Rank 6 Tactical Cloak, Combat Cloak, is highly recommended as well, since you need every second post-cloak attack to execute your combo and get away safely.

[1]
[2]
[3]

Optimal armor and skill rank choices should include anything that increases power recharge speed—activating Sentinel profiles is recommended for this reason.

Note that activating Tactical Cloak while Annihilation is active automatically disables Annihilation (and vice versa), so only one of these two effects can be active at any time. Additionally, Annihilation's power recharge penalty only applies to Tactical Cloak's recharge speed if you activate Annihilation while cloaked, and not the other way around.

Combat Concepts

Squadmate Orders

For the most part, your squadmates fight using their own judgment. Their powers and specific weapon attacks cannot be directly managed; however, you can give them orders for positioning and target focusing.

Focus Fire: Highlight an enemy with your soft-aim target (indicated by the large rectangular brackets around the enemy), and press the Left/Right Squadmate Orders command to have your squadmate direct their attention to your target. This is useful for prioritizing and eliminating high-threat targets on the battlefield.

Take Cover: Aim your reticle at a cover-giving object (e.g., blast shields and wall corners) to have your squadmate safely establish a defensive posture. Using this tactic meticulously is vital on higher difficulty settings against enemies like the Anointed.

Regroup/Defend Ryder: Holding the Left/Right Squadmate Orders (or Both Squadmate Orders) command calls one or both of your squadmates back to your position to fight with you. This is particularly useful if they're caught out of position and in danger of being knocked unconscious, in case you need to revive them. Get accustomed to this command for difficult encounters.

MASS EFFECT ANDROMEDA

Combat Concepts

Stats (Clarification of Terms)

The following is a compilation of attributes that can be modified by equipment and skills, in which their effects aren't entirely obvious or aren't thoroughly explained in the game's tutorials.

Accuracy: Increased accuracy reduces the "spread range" of a firearm, making it more precise.

Damage Over Time: The value here is the **damage applied per second** while the effect is active. "Damage Over Time: 20" over "Duration: 5" means 100 total damage.

Damage Resistance: Damage resistance affects how much damage a character takes. Effective damage resistance is scaled and begins to diminish after a character builds over 100 DR. Additionally, damage resistance does not apply to shields. See Formulas and Calculations for details.

Force: This is the amount of physical displacement, "kick," or "knockback" an attack or power inflicts.

Health and Shield Delay Reduction: Reduces the time it takes for health and shields to regenerate since you've taken damage.

Health Threshold: This is the amount of health the character must drop below before an effect is triggered.

Penetration Damage: Attacks with penetration damage can pierce cover, usually at a reduction of their normal damage.

Power Cost Shield Reduction: Reduces the cost of shields consumed for certain powers (such as Shield-Powered Lance, a Rank 6 upgrade)

Power Restoration and Defense: Affects the value of all sources of healing and buffs, as well as the effectiveness of protective powers like Backlash.

Radius: The amount of area an ability affects, in terms of meters. See the following screenshots for a visual representation of distance.

Recharge Speed: The speed at which powers recharge before becoming available for use again. Recharge speed is decreased when weapon encumbrance is increased.

Shotgun Pellet Spread Reduction: An increase in this stat causes shotgun fire to be focused in a smaller area, dealing more damage from farther distances.

Stability: A weapon's resistance to recoil effects. Increased weapon stability means more accuracy while firing.

Combat Concepts

Supply Crates (Ammo, Powers, Health)

Supply crates carry four “bars’” worth of supply, with each bar representing 25% of your total ammo or health. When you touch a crate, all of your missing resources are restored, provided there’s enough in the crate. If there are supplies left, you can return later to resupply again.

Crates do not automatically refill over time in Single-Player as they do in Multiplayer modes.

Combat Concepts

Targeting

There exist two types of targeting systems in terms of combat: One is called “hard aim” and the other, “soft aim.”

Hard aim is the use of your reticle to determine precisely where your gunshots fire. Although attacks that use this aim type require accuracy on the user’s end, they come with the bonus of enabling critical hits (hitting enemy weak points). All guns use hard-aim targeting. The biotic power Lance is unique to other powers since it uses hard-aim targeting. As such, it can inflict critical damage.

Soft aim is a lock-on mechanism used by most enemy-targeting powers. Your soft-aim target is represented by a surrounding bracketed rectangular reticle. Powers using this aim type do not require as much accuracy, as the power seeks outs its target. However, soft aim does not make the power guaranteed, as obstacles between you and your target can still block certain projectile powers.

MASS EFFECT ANDROMEDA

Combat Concepts
Weapons

MELEE

Melee attacks are powerful close-range offensive options that deal extraordinary amounts of damage. They're particularly handy when your gun clip is empty and you need to quickly deal some damage to an enemy within range (instead of waiting for the reload to complete).

GROUNDED VS. AIRBORNE

There are two types of melee attacks: One is performed while grounded, using your equipped melee weapon, and the other is an omni-tool-based attack executed while airborne, landing with a ground-pound effect. This airborne melee attack does not factor in your equipped melee weapon when it comes to damage or force, although it does scale with melee damage bonuses from other sources like the Vanguard profile.

OMNI-BLADES, AMPLIFIERS, GAUNTLETS

Hand-based melee attacks vary in speed and utility depending on the technology behind them: Remnant **cryo gauntlets** are heavy and slow, but cause a cryo priming effect. **Omni-blades** and biotic **amplifiers** are lighter and faster than gauntlets, although biotic amplifiers are more forceful.

DAGGERS

Angaran daggers have quick startup speeds. The **electric firaan** stuns enemies with a jolting current, making for an excellent tech combo primer.

HAMMERS

Krogan hammer attacks are slow, but deal an extraordinary amount of damage and have much more force behind them.

SWORDS

Kett and asari sword swipes are deadly, but much slower than hand-based attacks. Asari sword attacks are preceded by a biotic blink forward.

WEAPON ENCUMBRANCE, RECHARGE PENALTY

All guns are assigned a weight value, which is used to determine a resulting recharge penalty to applicable powers. This may affect your weapon choice, especially if you plan to use your rechargeable powers frequently. At the loadout menu, your weight threshold is displayed as a blue bar. Equipping heavy weapons or too many of them may break this threshold, penalizing all power recharge speeds. Weapon-encumbrance penalties can be mitigated by investing points into specific weapon skills that reduce weapon weight or provide extra weight capacity.

GUNS

Guns come in four distinct categories—pistols, assault rifles, shotguns, and sniper rifles—each with a general set of strengths and weaknesses. However, guns within a category may have considerably different properties based on their technology, so some of these strengths and weaknesses may not apply.

PISTOLS

The pistols category contains all handguns and SMGs. Handguns deal moderate damage and have a limited clip capacity, but are accurate and provide more stability than other guns. Handguns are strong at mid-range and, with proper aim, can deal impressive damage to weak points.

SMGs offer an extremely high rate of fire with decent accuracy, but deal very low damage per shot. They're similar to assault rifles, but aren't as effective at mid-to-long range. SMGs are exceptional for finishing off weakened enemies and for consistent damage output, thanks to large magazine capacities.

Pistols are the lightest weapons, making them the preferred weapon for power-reliant combatants.

ASSAULT RIFLES

This category contains conventional assault rifles as well as certain beam weapons and grenade launchers.

Assault rifles usually have a high rate of fire and deal light-to-moderate damage per shot, but are inaccurate without tight aim. They provide the best consistent damage and excel in mid-range combat.

Assault rifles, on average, are significantly heavier than pistols, but lighter than shotguns and sniper rifles. Assault rifles are flexible and can fit into most play styles.

> **DISTANCE—ACCURACY AND DAMAGE**
>
> Although distance does not affect damage (i.e., no damage falloff), weapon accuracy is effectively hampered at long range, indirectly causing a lower damage output. Keep this in mind, particularly with high-rate-of-fire guns like SMGs and assault rifles!

SHOTGUNS

Shotguns are high-impact heavy guns excelling at decimating enemies within range, but are ineffective at dealing with far-off threats. As such, using a shotgun carries an inherent risk because of its limited effective range.

Shotguns fire several low-damage pellets. The shotgun damage value displayed in its properties is the sum of all pellets fired, so optimizing shotgun damage can only be done at close range. Additionally, a hidden damage bonus is applied to shotgun pellets against armor-based enemies in order to compensate for the flat damage reduction provided by enemy armor.

"Tank"-type characters can usually make the most out of shotguns, as they're built to withstand damage. Shotguns are the second heaviest class of weapons, making them less than ideal for certain biotic and tech specialists.

SNIPER RIFLES

Sniper rifles are all equipped with a high-zoom scope and are specifically designed with a clear purpose: to take out threats safely from long range, excelling at targeting enemy weak points.

Clip size can vary, but the most powerful sniper rifles are single shot, requiring a reload between each. While sniper rifles are arguably the most difficult guns to use effectively, they highly reward players with precise aim.

With the addition of hover fire, sniper rifles can be paired with Tactical Cloak for an effective aerial-ambush play style. Additionally, using a scoped rifle (or any **scoped firearm** for that matter), allows for increased "soft aim" target locks. For instance, If you can't target an enemy in the distance with your Overload, try zooming in with your scope and then firing your power.

Sniper rifles are the heaviest weapon type, encouraging intelligent power-use management. Alternatively, sniper rifle users can opt to use cell-consuming powers (without recharge times) like Trip Mine to mitigate this effect.

Enemies

Enemy Categories

There are four main enemy categories in *Mass Effect: Andromeda*—Kett, Remnant, Outlaws, and Wildlife.

The kett are the primary antagonists in the game, so expect to face off with these hostiles frequently as you progress through the main mission (Priority Ops). Like structured military units from the Milky Way, these aliens are armed with firearms and explosives.

The Remnant are VI (virtual intelligence)—unlike the geth who are AI (artificial intelligence), they are not self-aware and are simply programmed to defend themselves and their vaults.

"Outlaws" is an all-encompassing category of factions who've gone rogue. This group consists of several species, including angaran extremists known as the Roekaar, various pirate outfits, and two warring factions on Kadara, the Collective and the Outcasts. Most Outlaw-type enemies are found in optional mission areas like Elaaden and H-047C, as well as in Loyalty Missions.

While most wildlife enemies are minor annoyances, a few found on Havarl and Voeld are deadly.

MASS EFFECT ANDROMEDA

Enemies

Kett

PHYSICAL FEATURES

Kett are taller and leaner than humans and are digitigrades. They have clouded eyes and no discernible lower jaw, and their head is surmounted by a large translucent dome. Their most distinctive feature is the “white bone armor” that covers their bodies. They have 332 bones in the body and double the amount of tastebuds compared to the average human.

MILITARY

Overall, the kett are an aggressive, expansionist power that conquers by cultural and genetic assimilation. “Conquered” peoples are either exalted—turned into kett (genetically altered to share traits with other kett)—or forced to become slaves.

The kett in the Heleus Cluster are an occupying force expanding their power. Although the numbers of kett here are few in comparison with their empire, they have vast numbers of exalted troops and advanced technology. They have also built outposts on many remote worlds. The outposts perform several functions: serving as military posts or centers for converting the angara, studying the Remnant, and mining and gathering resources.

THE CHOSEN

VITALS

SAM's Analysis: The kett's primary frontline trooper, who carries a plasma assault rifle for deadly precision.

Role: Cover Taker, Front Line

Weak Point: Head

Health & Resilience: Normal health, no immunities

Mobility Options: Can cover, run, walk, sprint, evade, hurdle over barriers

Preferred Range: Medium

Weapons**/Attacks:** Zalkin Assault Rifle, Grenades, Melee (punch)

COMBAT BEHAVIOR

As frontline grunts, the Chosen are disciplined zealots, generally undeterred by the threat of biotic attacks and heavy gunfire. However, they still apply intelligent combat strategies and prefer to use cover. At higher difficulty settings, they breach doors faster, throw grenades quicker, have faster reaction times, and are much more likely to evade your attacks.

STRATEGIES

Dealing with the Chosen usually depends on the context of the situation. They're not difficult to take down if they're the only threat on the battlefield, but combined with suppressing fire from an Anointed or the cover-flushing ability of their attack "dogs," handling them can become complicated.

If you specialize in biotics, it's generally a safe bet to use your powers on them since they're especially weak to mass effect fields. Take them out of the fight with an ability like Pull, Throw, or Singularity, to then either focus them down quickly with a biotic combo, or to focus your firepower elsewhere (on, say, a Wraith or an Anointed). As a sniper, you shouldn't have too much trouble taking them out with good aim, saving your powers for more threatening foes. As a tech "mage"-type, you might consider saving your skills for potentially tougher enemies, depending on the situation. The Chosen can usually be taken out by two to three melee attacks. Additionally, they're vulnerable to the force and knockback effects of most melee strikes.

On the Insanity difficulty, even the Chosen can dish out massive damage, particularly if you're out of cover with multiple Chosen combining their fire on you. Vanguards and close-range combatants may have a difficult time against groups of Chosen (without putting themselves in danger).

WRAITH

VITALS

SAM's Analysis: A kett attack beast that remains camouflaged until it closes ranks, causing chaos and distraction.

Role: Cover Flusher

Weak Point: Head (destructible head plate) **(1)**

Health & Resilience: Normal health, no immunities, but cannot be soft-targeted while camouflaged **(2)**

Mobility Options: Quick jumps; fast run speed

Preferred Range: Close

Weapons**/Attacks:** Leaping Attack, Quick Strike, Acidic Spit, Evasive Strike

COMBAT BEHAVIOR

Animalistic and straightforward. The kett unleash these hounds to create chaos on your side of cover.

STRATEGIES

Fighting off Wraiths is usually a matter of good perceptive ability. If you don't hear them coming or don't see them in time, it's generally too late and you're probably going to take some damage. If you spot them early, they can be sniped or dealt with before they cause too much trouble. Vanguards and Adepts are particularly strong against Wraiths, with strong close-range powers and displacement effects. Snipers who let their guard down may have trouble.

Most importantly, don't panic—that's what the kett want from you. Deal with the Wraiths promptly without compromising your cover, then go back to fighting their long-range soldiers. Order your squadmates to focus on them if you need to.

THE ANOINTED

VITALS

SAM's Analysis: Biologically similar to the kett Chosen, the Anointed are armed with a heavy plasma cannon to drive enemies into cover.

Role: Suppressor, Siege Unit

Weak Point: Head

Health & Resilience: Shielded, protected from most disabling effects while shields are up

Mobility Options: Slower walk speed when firing; can run, sprint, vault

Preferred Range: Medium

Weapons**/Attacks:** Soned Gatling Gun, Melee (punch) **(1)**

COMBAT BEHAVIOR

The Anointed are siege units, advancing slowly and providing a constant barrage of suppressing fire for their allies. They typically don't reposition in battle, because they usually don't have to.

STRATEGIES

Taking out the Anointed should be your number one priority in most cases (unless there's a Wraith mauling you). Depending on the **powers** you have available, particularly early on in the game, it may feel extremely oppressive facing one of these heavy soldiers (a notable one being on Habitat 7, while defending Cora's ship). It's highly recommended that you invest in Overload/Energy Drain just to make these **enemies** manageable. High-damage cell-consuming **powers** like Omni Grenade and Trip Mine can overpower their shields, too. Otherwise, precise sniper rifle shots to their heads from the safety of cover work well, as long as you're taking care of Wraiths and Chosen closing in on you. Giving explicit orders to your squadmates to take cover is advised. If you have **Liam** or **Jaal** on the active squad, have them unlock Overload/Energy Drain so you can command them to attack the Anointed with these shield-busting **powers**. Once the heavy soldier's shields are down, it only takes about two to three melee hits to take them out (or simply hit them with **biotic** effects).

The Anointed are notoriously difficult on Hardcore and Insanity. They have much more health and do much more damage, so just peeking out of cover is dangerous. Make sure you're prepared!

FIEND

VITALS

SAM's Analysis: A large, powerful kett beast with a hard carapace for protection. The Fiend is trained to disrupt enemy lines and wreak havoc within their ranks.

Role: Siege Unit, Cover Flusher

Weak Point: Breakable faceplates, mouth, back and sides

Health & Resilience: Armor health, immune to biotic effects, weak to burn/freeze effects

Mobility Options: Slow walk speed; very fast charge speed

Preferred Range: Close

Weapons/**Attacks:** Ranged Acidic Spit, Various Melee Strikes (frontal, rear), Charging Attack **(1)**

COMBAT BEHAVIOR

As siege units, Fiends can force you into evasive tactics, which can be difficult to navigate in a battle with other ranged soldiers. They behave exactly as they look—aggressively.

STRATEGIES

Your first inclination is probably to run, and you'd be correct in doing so. However, be aware of your surroundings. Since these monstrosities have so much health and are resilient to low-damage pellets (submachine guns and assault rifles aren't very effective against them), you may want to go for the weaker troops before focusing your efforts on the Fiend. This means you need to be mobile, constantly moving and dodging its charge attacks while weaving in attacks on its friends. Incinerate, Flamethrower, or Cryo Beam can make the fight more manageable, as its armor is weak to the fire and ice elements.

While running circles around the Fiend, order your squadmates accordingly, preferably to rally around you so you aren't split

up. Fiends have several weak points: around their mouths and on their sides and backs. However, it's not easy to get a fiend to turn its back to you. You can perform a kind of matador technique—when the Fiend goes for its charging swipe attack, jump over it, turn around, and shoot its rear with your strongest gun. Note that while shotgun pellets are considered low-damage, a compensatory bonus to armor damage is applied, making shotguns ideal against Fiends (much more effective than assault rifles and pistols, at least). Just be careful of their "one-shot kill" grab attack. If a Fiend grabs you, it's game over, as it crushes you with extreme prejudice. For the most part, you can sidestep its attacks by evading to the left/right, or away.

DESTINED

VITALS

SAM's Analysis: A kett field commander who deploys a smokescreen to hinder enemies and provide cover for its troops.

Role: Support, Siege Unit

Weak Point: Head

Health & Resilience: Shielded, protected from most disabling effects while shields are up; uses an obfuscating cloud, preventing soft-aim target lock **(1)**

Mobility Options: Standard walk speed; can run, sprint, vault, rocket-boost up ledges

Preferred Range: Medium

Weapons**/Attacks:** Hesh Shotgun, Grenades, Butt of Shotgun

COMBAT BEHAVIOR

These support operatives tend to group with the lower-ranking Chosen, cloaking their allies and suppressing shotgun fire. They're not as aggressive as Chosen, preferring to stay around mid-to-long range.

STRATEGIES

The Destined can be a nuisance if you specialize in soft-aim-targeting powers. Biotic and tech specialists may have trouble getting through their shields and doing actual damage. Your best bet is to use high-damage area-of-effect abilities when they're cloaked, and go for critical hits to the head when they're exposed. However, their firepower isn't as threatening as the Anointed's, so they don't have to be your number one priority. Take out the underlings first if you're given the opportunity. Staying in cover is always preferable, but be aware of their potential cover-flushing grenade lobs. If you're proficient with sniper rifles and you have an opportunity to get the drop on them, the Destined are relatively easy targets when they're unaware of your presence.

ASCENDENT

VITALS

SAM's Analysis: The kett's elite battle master who can elevate above the fray to gain a tactical advantage. An Ascendant charges a variety of devastating attacks that we are quantifying and attempting to understand.

Role: Suppressor, Cover Flusher

Weak Point: Ascendant's Orb, Head (when vulnerable and targetable)

Health & Resilience: Incredibly high normal health, further protected by an invulnerable electromagnetic force field while it's empowered with its active orb. When unprotected, the Ascendant is vulnerable to disabling biotic effects. However, it can instantly recover to resummon its protective orb after a certain period of time. The orb is vulnerable to burning, freezing, and electrical damage, allowing for power combos.

Mobility Options: Levitates around the battlefield; can attack from most positions; can teleport

Preferred Range: Any

Weapons/**Attacks:** Electrical Ball Lightning, Electrical Gravity Squeeze (devastating one-hit kill grab), Ranged Orb Beam Attack **(1)**

COMBAT BEHAVIOR

The Ascendant chooses its attacks depending on its distance from its target. At long range, it can charge up an electrical field before launching it forward, dealing damage to anything caught in the large electrical sphere. At medium range, it can choose to use charged beam fire from its hand. At short range, it can summon an orb and—if you don't escape or evade in time—put you in an electric squeeze, dealing devastating damage (and usually killing you).

STRATEGIES

Ascendants are primarily boss battles at the end of kett infiltration operations, either in Priority Ops or secondary missions. Most of the Ascendants encountered in the game are named and prominent battlefield commanders, such as the Cardinal and the Valiant. While their behaviors are similar, the battlefields differ, thus your strategy may change. Generally, Ascendant battlefields are in open, multilevel areas with several supply crates, cover points, and of course, several waves of enemies attacking you.

For the most part, you can safely stay at range from the Ascendant as long as you're on the move. However, this presents the problem of moving out of cover, so enemies like the Anointed and Destined may be troublesome. Assess the situation accordingly and stay perceptive. Be prepared to take out high-priority targets before taking on the weaker Chosen and then finally focusing on the Ascendant.

When you can give the Ascendant your full attention, you have to disable its protective orb before you can deal actual, lasting damage. The orb itself has a high amount of health, but is vulnerable to all elemental effects; thus, power combos can be executed on it to expedite the unshielding process. Unfortunately for biotic-heavy users, biotic powers aren't especially useful against the orb, nor the Ascendant itself. Even if you can inflict a Pull effect on an unshielded Ascendant, it can recover to resummon its orb instantly. Your time is better spent dealing damage to the unprotected enemy (such as with high-damage Omni Grenades or Trip Mines).

Ascendant encounters are exceptionally difficult on Hardcore and Insanity because of the Ascendant's health multiplier, and not necessarily because it can deal more damage to you (most of its attacks are avoidable if you're constantly evading). Since ammo crates do not automatically replenish, you're at risk of exhausting all ammo for the entire fight if you don't prepare properly. It's highly recommended that you have the Infiltrator profile unlocked and a powerful sniper rifle equipped. Infiltrator profiles absolutely destroy the Ascendant's Orb, since all attacks on it count as "weak point" critical hits. These are further enhanced by the weak point bonuses that the Infiltrator profile provides. Maverick armor provides these bonuses as well.

Vanguard builds may prove practically ineffective at dealing any meaningful damage, especially since it's so difficult to attack the Ascendant with melee strikes, and biotic powers don't deal nearly as much damage as tech powers do, so a shotgun is highly recommended. Charge can be surprisingly powerful against the Ascendant, in an indirect way. Since it immediately puts you within melee range, the Ascendant can be lured into a gravity squeeze attempt, which you can predict and dash away from, then deal damage with your incendiary-enhanced shotgun. **(2)**

BEHEMOTH

VITALS

SAM's Analysis: A raw, incomplete fusion of kett and krogan with a bone exoskeleton rendering it nearly impervious to damage. Its neurochemistry is erratic, resulting in insanity. It's unlikely even the kett can control it.

Weak Point: Head

Health & Resilience: Armor, very high health; immune to all biotic effects, weak to fire and ice damage, can be stunned by electricity; can use Blood Rage, resisting debilitating afflictions and regaining lost health

Mobility Options: Standard, shoulder charge attack

Preferred Range: Close to Medium

Weapons**/Attacks:** Headbutt **(1),** Electrical Field-Generating Shotgun, Chariot Tackle

COMBAT BEHAVIOR

The Behemoth tends to mix up its medium-range attacks: either with its electric field-generating "shotgun", or with a charging tackle, engagement into close range while pummeling anything in its way. In some encounters, the Behemoth may attack its kett “allies” instead of Ryder and friends.

STRATEGIES

Fighting a Behemoth is like fighting a shotgun-wielding Fiend. Its gun shoots a plasma ball that explodes into a zoning field that deals damage to anything within it over time. At close range, Behemoths can execute melee attacks that deal a devastating amount of damage, with a headbutt potentially removing 100% of your shields. Its tackle can be evaded, but be careful of any electrical fields around you. Having a burning effect on hand is highly recommended for Behemoth encounters —a notable one is part of Priority Ops, on board a kett ship. Since Behemoths have so much health, dealing with weaker enemies while avoiding its attacks is recommended.

MASS EFFECT ANDROMEDA

Enemies

Remnant

SUMMARY

"The Remnant" is the umbrella term for the technological remains of an advanced species that abandoned the Heleus Cluster about 600 years ago. Remnant sentry bots—ranging from small Observers to gigantic Architects—keep vigil over devices capable of altering entire planets, maintaining and zealously defending their creators' work. Remnant tech is largely encountered across the surface of UNCs, in the underground vaults they protect, and the derelict ships that litter the cluster. Monoliths, defense systems, and other constructs exist on planetary surfaces, along with the occasional tech in the form of patrols and discarded spoils from breached vaults.

In many cases, Remnant are dormant (indicated by a blue marker on your compass). Once they've been provoked or deem you a threat (basically, if you get too close to them), they become hostile.

OBSERVER

VITALS

SAM's Analysis: The Observer is the Remnant suppressor unit. It flies and prefers to stay at mid-to-long range where it can most safely attack. Individual Observers can't take much punishment, but they are frequently deployed in groups, making them dangerous, particularly when they focus on you or a squadmate.

Role: Suppressor

Weak Point: Central “eye”

Health & Resilience: Shielded, protected from most disabling effects while shields are up

Mobility Options: Highly mobile thanks to innate flight; can recover from biotic effects while airborne

Preferred Range: Medium to Long

Weapons/**Attacks:** Tracking Beam

COMBAT BEHAVIOR

Observers seek out targets to focus their moderately damaging tracking beam onto, acting as suppressors and forcing their targets to hide in cover.

STRATEGIES

While Observers are limited in their combat capabilities, they can be a major nuisance depending on the situation and Remnant defense configurations. One or two Observers on their own aren’t too threatening. However, like the Anointed, they’re shielded and have a suppressing type of fire, forcing you into defensive positions. They also have excellent mobility thanks to flight, so they have no issues getting into position to pester you and your squadmates.

Observers should be taken care of promptly but safely. As the Remnant aren’t as strong at flushing their enemies out of cover as, say, the kett, you don’t have to be as mobile in the battlefield. Use Overload/Energy Drain or a well-placed sniper rifle shot to the “eye” to shut down Observers, affording you room to manuever.

On higher difficulty settings, however, damage from an Observer’s tracking beam is extremely dangerous—in this case, treat them like flying Anointed.

ASSEMBLER

VITALS

SAM’s Analysis: The Assembler prefers to remain at a distance and in cover. It can 3D-print and deploy Breachers on the spot, as well as hurl incomplete versions as explosives.

Role: Cover Taker, Cover Flusher (when Breachers are deployed)

Weak Point: Central “eye”

Health & Resilience: Normal, no immunities

Mobility Options: Standard speed; can walk, run, boost up and down ledges

Preferred Range: Medium to Long

Weapons**/Attacks:** Rifle-Type Laser, Evasive Caltrop Bombs, Breacher “Grenades,” Breacher 3D-Printing **(1)**

COMBAT BEHAVIOR

Assemblers behave similarly to conventional grunt soldiers, such as the Chosen, preferring cover and intelligent tactics. They use self-preservation tools when a close-range threat presents itself. Assemblers can also print (or “summon”) Breachers—flying Remnant close-range attackers.

STRATEGIES

Assemblers should be relatively high on your target priority list because of their ability to spawn more Remnant. An Assembler can have one Breacher summoned at any given time, so make sure to destroy them as early as possible, preferably before they can deploy their first Breacher. Fortunately, they aren’t equipped with shields, so they can be tossed around with biotic powers and killed off quickly with sniper rifles. Otherwise, if you let them get started, they can send annoying Breachers after you, which behave similarly to the kett’s pet Wraith, flushing you out of cover.

On higher difficulty settings, an Assembler almost always gets to summon its Breacher because of its bonus health, so anticipate a much more difficult battle, especially if there are other Remnant around (like suppressing Observers).

BREACHER

VITALS

SAM's Analysis: Relentless flying drone that bursts forward to attack. If its clutch is not broken, it discharged a moderate burst of damage.

Role: Cover Flusher

Weak Point: None

Health & Resilience: Normal, no immunities

Mobility Options: Hover/flight

Preferred Range: Close

Weapons**/Attacks:** Melee, Grapple into "Bite" (breakable by mashing designated button) **(1)**

COMBAT BEHAVIOR

Breachers have a single-track mind, beelining toward their target to attack before striking with their extremities. The Breacher can also grapple its target, holding it in place before delivering a burst of damage.

STRATEGIES

Breachers are easily killed but, like Wraiths, are a nuisance if they're not dealt with immediately. Although you can break free from its grab attack, you're practically incapacitated and vulnerable to other enemy attacks. Your strategy should be to prevent them from spawning in the first place, by defeating their Assemblers.

TURRETS (REMNANT/KETT/OUTLAWS)

VITALS

SAM's Analysis: (Remnant) Remnant construct capable of firing blasts of plasma at long range. (Outlaws) Mounted gun turret capable of 360-degree rotation and long-range attacks.

Role: Defense, Suppressor

Weak Point: None

Health & Resilience: Normal, high health, immune to biotic displacement effects

Mobility Options: Immobile

Preferred Range: Long

Weapons**/Attacks:** High-damage, charged blasts

COMBAT BEHAVIOR

Aside from firing plasma beams at their targets, many Remnant turrents can be hacked by Ryder by interfacing with certain nearby consoles. Hacked turrents have their targeting systems reprogrammed to help Ryder's team fight off enemies. Outlaw and kett turrets behave similarly, except with their own flavors of gunfire.

A hacked, “friendly” Remnant turret.

STRATEGIES

Fighting a turret is straightforward: stay out of its line of sight or stay in cover. Turrets can be difficult to destroy quickly, but this is necessary because of their high accuracy and suppressing attacks. However, situation assessment is required, as you may have other immediate threats, like Breachers and Observers closing in on your position.

NULLIFIER

VITALS

SAM’s Analysis: The Nullifier anchors into the ground and launches energy projectiles that pass through solid objects. While anchored, the Nullifier is difficult to damage.

Role: Siege Unit, Cover Flusher

Weak Point: Ribbon cabling between legs **(1)**

Health & Resilience: Armor, immune to biotic displacement effects; can project impenetrable force field barrier

Mobility Options: Highly mobile thanks to innate flight; can recover from biotic effects while airborne

Preferred Range: Medium to Long

Weapons**/Attacks:** Energy Projectiles (penetrates solid cover and objects), Melee (foot stomp)

COMBAT BEHAVIOR

Nullifiers are slow-moving siege units. They have a powerful energy-emitting mortar weapon that penetrates through cover, forcing their targets out of cover safety. When in siege mode, Nullifiers plant themselves into the ground and gain access to a charged mortar attack with a telegraphed wind-up. When threatened at close range, they unsiege and can attack with a stomping melee strike.

STRATEGIES

Nullifiers are robust enemies and difficult to fight at long range, thanks to their projection barriers and armored health. Their weak point is the connective ribbon cabling between their legs (which becomes fully protected in siege mode). Melee-centric builds are effective against Nullifiers, provided it's safe to attack in the open. Getting into close range forces it out of siege mode, where it's weakest, exposing its connective cabling. However, it still remains a threat, as it has a high amount of armor health, so consider using incendiary ammo or Incinerate to burn it down.

DESTROYER

VITALS

SAM's Analysis: This massive, ominous, menacing Remnant houses an arsenal that engages multiple targets at once.

Role: Heavy Siege Unit, Suppressor

Weak Point: Turrets, central opening when firing main weapon

Health & Resilience: Shielded and armored, immune to disabling effects, extremely high health; its turrets have high shields, but low armor health **(1)**

Mobility Options: Low mobility; slow walk speed

Preferred Range: Any

Weapons**/Attacks:** Central Cannon, Close-Range Radial Energy Dome Discharge, Rapid-Fire Turrets

COMBAT BEHAVIOR

Destroyers are well-equipped with two targetable turrets, a central high-damage cannon attack, and a deadly close-range energy dome radial detonation attack. A Destroyer selects its method of attack depending on the range of its target. At close range, it defends itself with a high-damage blast. At medium range, it prefers to use its rapid-firing turrets, and at longer ranges, it fires explosive rounds from its central cannon.

STRATEGIES

These heavy-duty Remnant units are extremely difficult to destroy. Not only do they deal massive damage, but their long- and medium-range attacks are difficult to avoid. Hiding in cover only protects you so much, as the area-of-effect explosions from their central cannons bypass cover defense.

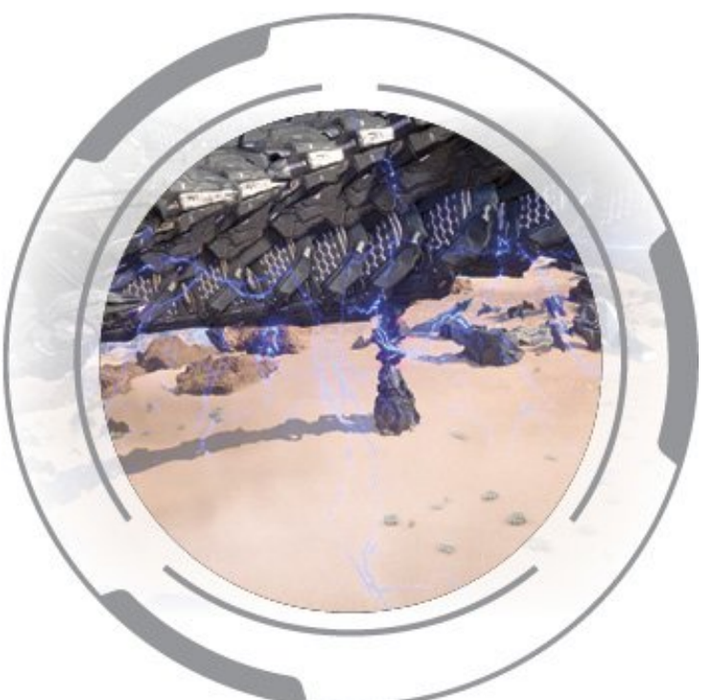
When you've taken care of other immediate threats (it's highly recommended that you save the Destroyer for last in most encounters), your goal is to destroy its targetable side turrets, located by its "shoulders." These turrets have shields and armor health, but don't have nearly as much shields as the Destroyer itself. You can decimate them with well-placed sniper shots (attacks on turrets count as critical hits), or with electrical tech and burn powers. Destroying a turrent reduces the Destroyer's shields significantly. Eliminating both removes all of its shields.

If your combat specialties involve long-range attacks, stay on the move to avoid its cannon. Evade the blast, then retaliate with your own attacks. Once both turrets are down, the remaining Destroyer becomes vulnerable and can be dealt with without much trouble.

Close-quarters specialists may have a difficult time taking down a Destroyer. However, you can bait out its energy dome attack by closing the distance (with Charge), then evade away, leaving its turrets open to attack (with a shotgun, ideally).

ARCHITECT

The awe-inspiring Architect, a colossal Remnant construct powered by element zero cores.



Electrical field deployed beneath the Architect, deterring assault from underneath it.

The Architect fires a cluster of deadly grenades.

The Architect readies an ultimate attack, obliterating everything in its path.

VITALS

SAM's Analysis: The largest Remnant construct, the Architect is indestructible. But once downed, it can be interfaced with and forced to abandon its directives.

Role: Architect

Weak Point: Power cores (conduits)

Weapons**/Attacks:** Electrical cage (between "legs") to prevent any aggressors from attacking from beneath it

High-damage grenades used to flush its targets from cover, fired from a tentacle, dealing damage both upon impact and detonation

Rapid-fire "gatling"-gun turret from the other tentacle beneath its head

Power core energy blast, devastating anything it hits and leaving a persistent electrical field in the area

COMBAT BEHAVIOR

Architect battles contain several phases. During its "vulnerability" phase (when its leg or head conduits can be damaged), it cycles between three major attacks: a high-powered energy ball from its maw, cluster bombs thrown from one of its tentacles, and gatling-gun fire from the other tentacle. When its conduits are wounded, it summons waves of Remnant enemies to attack.

SPECIFIC ARCHITECT MISSIONS AND STRATEGIES

Strategy for each Architect differs, depending on the planet where it's encountered. Differences include terrain and radiation, types of cover available, and types of enemies that spawn during the "clear out the Remnant" phase. However, its general mechanics and phase cycling remain the same. For specific Architect strategies and missions, see the Architect Encounters in the Secondary Ops chapter.

STRATEGIES

The most dangerous aspect of an Architect fight is the "vulnerable conduit" phase. Although the Architect is damageable, it also has access to all three of its devastating attacks, outlined previously. This phase requires constant evasive movement while dealing damage to its open leg conduits. Additionally, if you take too long in crippling a leg conduit, the Architect switches to a "rage" mode and throws out a constant barrage of deadly energy spheres, then closes its leg conduits while summoning a wave of regular Remnant enemies.

Once its leg conduits are wounded enough, its head conduit is exposed. After taking enough damage to this conduit (around 20% of its total health), it summons a wave of Remnant enemies. Defeating the enemies advances the fight into the next phase (or if you wait long enough). When the leg conduits are completely destroyed, the Architect detonates an EMP, destroying all leftover Remnant (including your Remnant VI and Assault Turret) before flying off. This cycle must be completed two more times before its power cores are completely destroyed, allowing you to interface with the Architect and reprogram it into a passive state.

ARCHITECT TIPS & RECOMMENDATIONS

All **damage done** to its **head conduit** counts as **critical hits** (indicated by the orange hit marker). This means any "weak point" damage bonuses apply here, making the fight a bit easier (e.g., Infiltrator profile bonus and Sniper Rifles Rank 3 bonus).

Tactical Cloak is extremely effective as a defensive (and offensive) measure, causing the Architect to lose its target lock on you if you're out in the open and in danger. Cloaking is particularly useful against its rapid-fire tentacle gun.

Power combos, particularly fire and tech combos, can be detonated on its conduits for a significant boost in damage output.

Sticky Grenades (Rank 4 Omni Grenade upgrade) can be used to deal a large amount of damage to conduits.

The Nomad can be used as cover in most situations. However, it's dangerous to drive around in the Nomad during the conduits phases since the gatling gun deals an incredible amount of damage in a short amount of time.

Although biotic powers are essentially useless against the Architect conduits, they're exceptional for clearing out or removing the smaller Remnant enemies during the wave-clearing phase. it's recommended you switch from biotic powers to combat or tech powers to deal damage to the vulnerable conduits. The exception is Lance, which can target and benefit from weak-point critical hits.

Each Architect drops a unique container after it's interfaced with. These containers consist of a static Fusion Mod reward. For specific rewards, see Fusion Mods in the Game Mechanics Glossary.

Enemies

Outlaws

Outlaws include a wide array of hostiles. The following is data for notable enemy types within this group of bandits. These enemies are common in Secondary Ops missions (optional side quests such as Loyalty Missions), as well as in Multiplayer mode.

ADHI

VITALS

SAM's Analysis: An oversized dog-like creature trained and used by Outlaws to rush at enemies.

Role: Cover Flusher

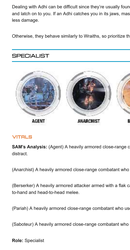
Weak Point: Head

Health & Resilience: Normal, no immunities

Mobility Options: Quick run speed

Preferred Range: Close

Weapons/Attacks: Melee, Grab and Bite (treatable by mashing designated button) (1)



Bio Material: Rendersable Plates

COMBAT BEHAVIOR

Similar to the kett's attack dogs, Adhi are used by the Outlaws to flush enemies out of cover. While they don't have camouflage, these vicious war beasts can sink their teeth into their targets, holding their prey in place.

STRATEGIES

Dealing with Adhi can be difficult since they're usually found in tight rooms and corridors where they sneak up around corners and latch on to you. If an Adhi catches you in its jaws, mash the designated button shown on the screen to break free, taking less damage.

Otherwise, they behave similarly to Wraiths, so prioritize them accordingly. See strategies for **Wraiths**.

SPECIALIST

VITALS

SAM's Analysis: (Agent) A heavily armored close-range combatant who deploys holographic doubles to deceive and distract.

(Anarchist) A heavily armored close-range combatant who fancies Inferno Grenades.

(Berserker) A heavily armored attacker armed with a flak cannon at medium-to-short range. When enraged, it revels in hand-to-hand and head-to-head melee.

(Pariah) A heavily armored close-range combatant who uses biotics to create a shield and attempt to flank.

(Saboteur) A heavily armored close-range combatant who can siphon shields.

Role: Specialist

Weak Point: Head

Health & Resilience: Armored; immune to biotic effects, but weak to burning and freezing effects

Mobility Options: Standard

Preferred Range: Close

Weapons/Attacks: Various Shotguns

COMBAT BEHAVIOR

These "specialist" type enemies are exiles and outlaws from various species. Although they're all considered close-range combatants, each has unique powers. Salarian Agents can create body doubles, turian Anarchists throw grenades, krogan Berserkers rain shrapnel with flak cannons, asari Pariahs have access to Backlash, and angaran Saboteurs can cast Energy Drain.

STRATEGIES

These enemies are usually the toughest in a bunch. They're heavily armored, so they take less damage from submachine guns and assault rifles, and they also resist biotic effects. Most of these specialists use shotguns, so staying outside of medium range is preferable. They're also all humanoid, so they take extra damage from headshots. Having access to Incinerate, incendiary ammo, and Flamethrower is recommended if you plan on completing Loyalty Missions, as many of these enemies make appearances in those operations. Be particularly wary of the Pariahs (commonly found on H-047C), as they can reflect your attacks with Backlash.

HYDRA

VITALS

SAM's Analysis: A lumbering combatant in a makeshift mecha suit that unloads using a variety of devastating weapons as it advances. Boosters can be used to engage at close range.

Role: Suppressor, Siege Unit

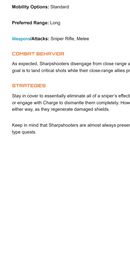
Weak Point: Back, Head

Health & Resilience: Armor, very high health; immune to biotic effects, weak to fire and ice damage

Mobility Options: Slow walk speed; slower-than-normal turn speed

Preferred Range: Close to Medium

Weapons/Attacks: Grab and Slam Attack, Homing Missiles, Hand Cannon, Melee Swing (1)



COMBAT BEHAVIOR

Hydras move slowly, hunting down their target with a wide arsenal selection. At medium range, they can either fire their hand cannon for consistent, high damage, or lock on to their target before launching a barrage of homing missiles.

STRATEGIES

Like most suppressor units, Hydras are dangerous to fight out in the open. Their homing missiles are particularly dangerous, although avoidable if you're near cover. The lock-on targeting is telegraphed with distinct visual and sounds; once you're alerted, find cover quickly. Fighting up close isn't necessarily a good idea, as Hydras employ devastating grapple-and-slam attacks, potentially killing you in one shot. If you're going to charge in, evade out to bait out the grapple, then punish the whiff with your own attacks. Attacking the fuel cell on its back deals extra damage—more than attacking its head. If you have Tactical Cloak, you can sneak behind a Hydra to deliver a huge shotgun blast. Otherwise, using burn effects is ideal against these mecha warriors. Alternatively—because of its slower turn speed—you can jump over its melee swing, perform a 180, and shoot at its back to land critical hits.

As with most high-health suppressor enemies, deal with lower-health enemies before turning your attention to a Hydra. Make sure to do so behind cover, though. Taking a barrage of homing missiles could mean an instant game over.

RAIDER

VITALS

SAM's Analysis: A basic assailant, outfitted with mid- to long-range weaponry.

Role: Cover Taker

Weak Point: Head

Health & Resilience: Normal, no immunities

Mobility Options: Standard, similar to the Chosen

Preferred Range: Medium to Long

Weapons/Attacks: Assault Rifle, Cover-Flushing Grenades

COMBAT BEHAVIOR

Standard cover taker, preferring medium- to long-range skirmishes.

STRATEGIES

This standard low-ranking soldier can be treated as such; take it out with biotic effects or sniping headshots. Raiders are usually paired with a commanding officer, such as an Agent, Anarchist, or Pariah, so stay perceptive and assess each battle accordingly.

See strategies for **the Chosen**.

SHARPSHOOTER

VITALS

SAM's Analysis: A fleet-of-foot-and-jet-pack long-range assassin, armed with a long-range weapon.

Role: Sniper, Suppressor

Weak Point: Head

Health & Resilience: Shielded, protected from most disabling effects while shields are up

Mobility Options: Standard

Preferred Range: Long

Weapons/Attacks: Sniper Rifle, Melee

COMBAT BEHAVIOR

As expected, Sharpshooters disengage from close range any chance they get (usually after a melee attack). Their primary goal is to land critical shots while their close-range allies provide a distraction.

STRATEGIES

Stay in cover to essentially eliminate all of a sniper's effectiveness. Peek out to snipe them with your own long-range attacks, or engage with Charge to dismantle them completely. However, because they're shielded, you have to make a commitment either way, as they regenerate damaged shields.

Keep in mind that Sharpshooters are almost always present in missions relating to Eisden, Kadara, and other Secondary Ops-type quests.

MASS EFFECT ANDROMEDA

Enemies

Wildlife

Wildlife come in a few distinct flavors: there are insect-like crustaceans that aren't too threatening, even in numbers, and there are much bigger threats, comparable to dinosaurs from Earth.

Generally, wildlife on their own aren't particularly dangerous as you come across them out in the open. You can drive away from them in your Nomad, and they usually don't protect vital objectives (although there are unique cases of this). In specific groupings and environments, some wildlife can cause headaches, especially on the lush planet of Havarl.

No special notes are required for handling these so-called "enemies." Wildlife can be thought of as resources to hunt for your bio material collection.

ARKNID ("SPITBUG")

Summary: The most trivial of critters. Spitbugs can simply be run over with the Nomad (there's even a mission with this specific objective).

Bio Material: Soft Chitin

CREEPER

SAM's Analysis: Creepers seem to maintain and support Remnant hardware and systems. They make rounds, likely assessing system functionality.

Creepers are technically Remnant, but look like arachnids. They're a minor nuisance at worst.

DRALL

SAM's Analysis: An oversized crab-like insect with an enormous, protruding headdress used for defense.

Summary: Drall can be found in swarms on Havarl. They're more resilient than other critters and may actually penetrate your defenses if you're overwhelmed.

Bio Material: Shell Filaments

KAERKYN

Summary: Small arthropods commonly found on Eos. Although easily handled by Ryder and company, Kaerykn can rend and tear apart carcasses—such as those victim to war.

Bio Material: Shell Filaments

SHEMRYS

SAM's Analysis: An oversized beetle-like insect with multiple feelers and a hard carapace. It spits an irritating digestive enzyme.

Bio Material: Soft Chitin

CHALLYRION

SAM's Analysis: A savage quadruped predator that camouflages itself to sneak up to its prey.

Summary: Similar to the kett's attack Wraith, a Challyrion can cloak itself before pouncing on its target. However, they're usually found alone, not posing much of a threat to those well-equipped.

Bio Material: Scale Fibers

EIROCH

SAM's Analysis: An aggressive, hard-charging carnivore with tough plates and protruding scales. They tend to be solitary hunters, or "rogues," but may be encountered in small packs.

Summary: These are "unexalted" Fiends, so their behavior is identical to the kett's giant pets, although usually found alone in the wilds of Voeld, Havarl, and Kadara. See **Fiend**.

ANCIENT EIROCH

SAM's Analysis: Larger and more dangerous than its mundane version, the Ancient Eiroch is a fearsome and frenzied carnivorous predator.

Ancient Eirochs are colored a clayish red and have much more health than normal Eirochs. However, they're extremely rare, only found in specific quests. They behave similarly to normal Eirochs, except with amplified strength and smaller weak-point areas. Incinerate, Invasion, and Flamethrower are effective still.

Bio Material: Eiroch Fluid Sac, Renderable Plates

GALORN

SAM's Analysis: Immense hoofed creatures with plates that appear lit, and odd, colorful glands that span their face and jaw. Related to the Taurg, Galorn charge and headbutt when provoked.

Bio Material: Renderable Plates

RYLKOR

SAM's Analysis: A lanky, fork-tongued monotreme that lurches on its two hind legs. When provoked, it strikes from a distance with an astringent spit attack; at close range, it swipes adversaries with its agile tail.

Summary: Rylkors are commonly found on Kadara, Voeld, and Havarl. Their tail swipes deal a large amount of damage, but for the most part, they're easily avoidable with evades and distance. They have no known weak points.

Bio Material: Scale Fibers

TAURG

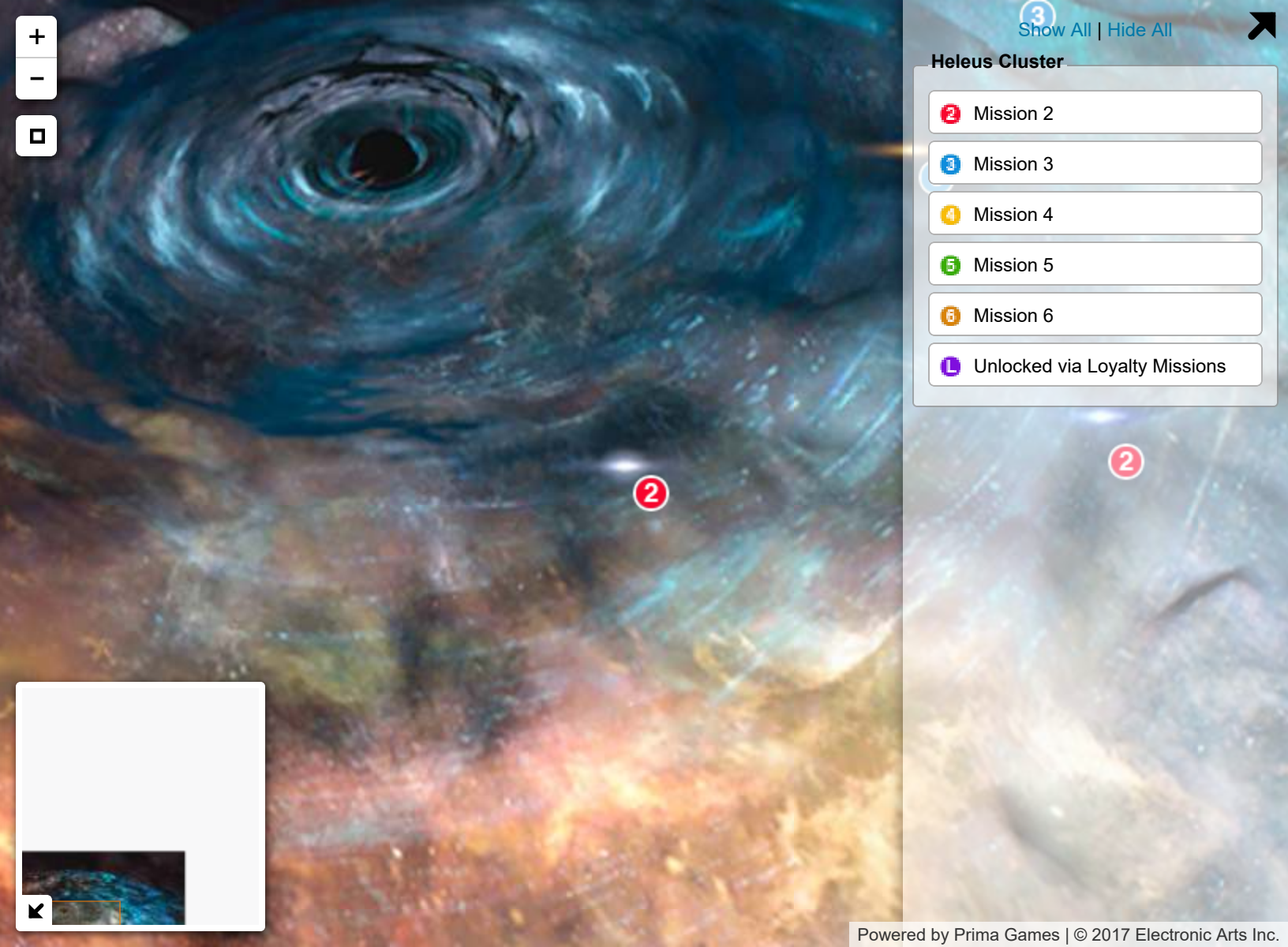
SAM's Analysis: A mammoth hoofed beast that barks its warning and, when attacked, rushes forward to stomp and headbutt.

Bio Material: Renderable Plates

WILD ADHI

See **Adhi**.

SHADY, THE SPACE RAT



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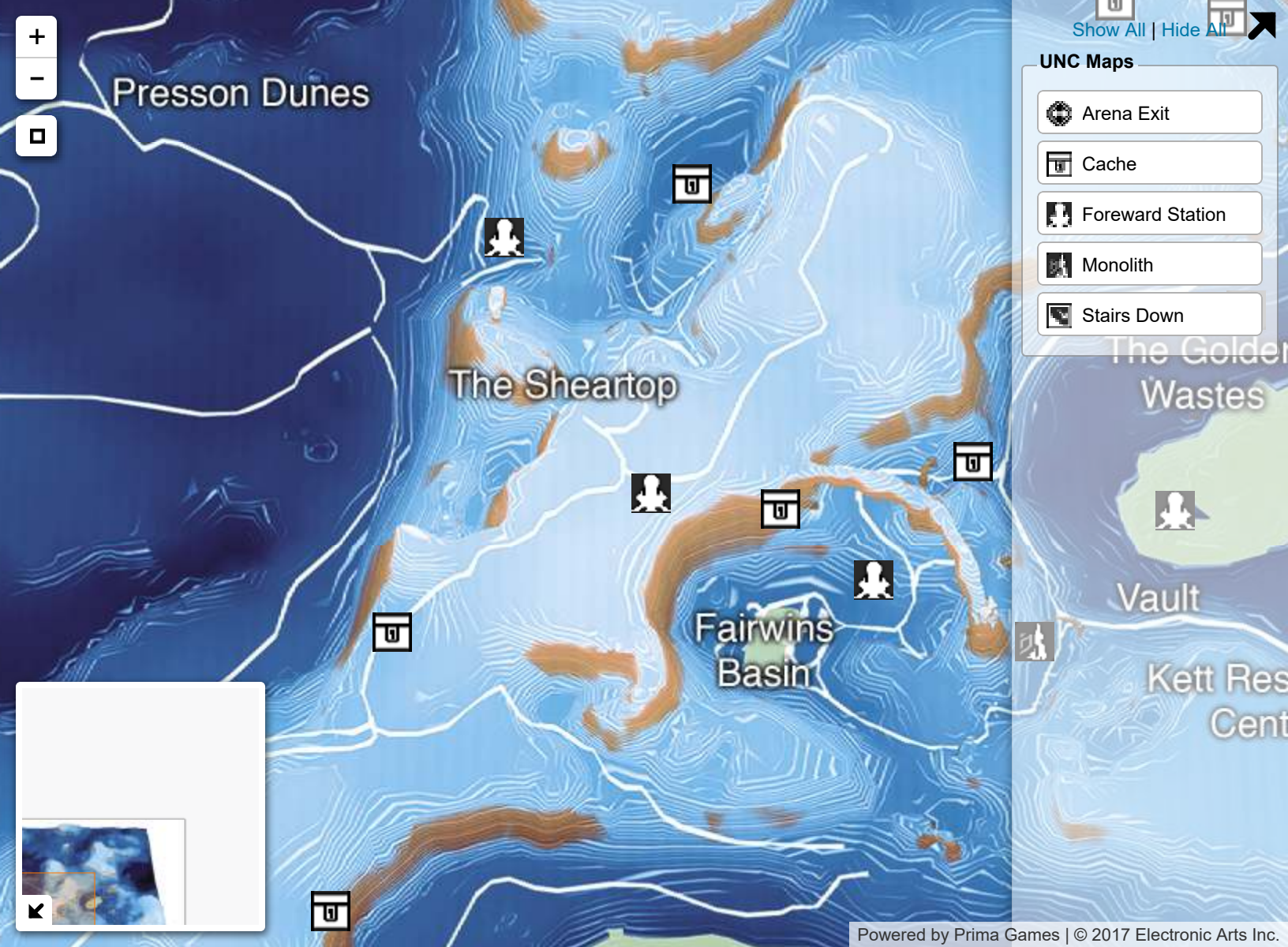
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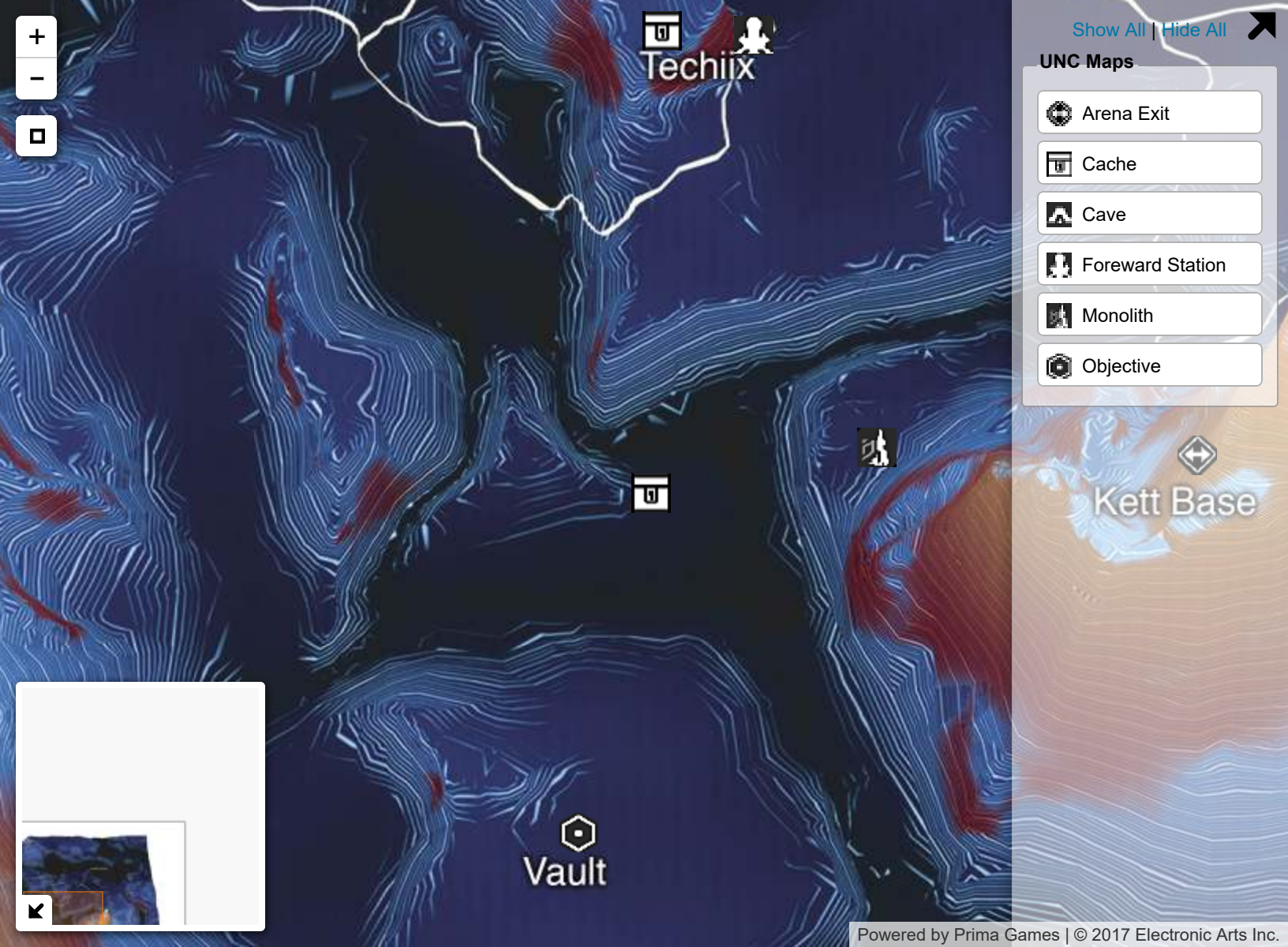

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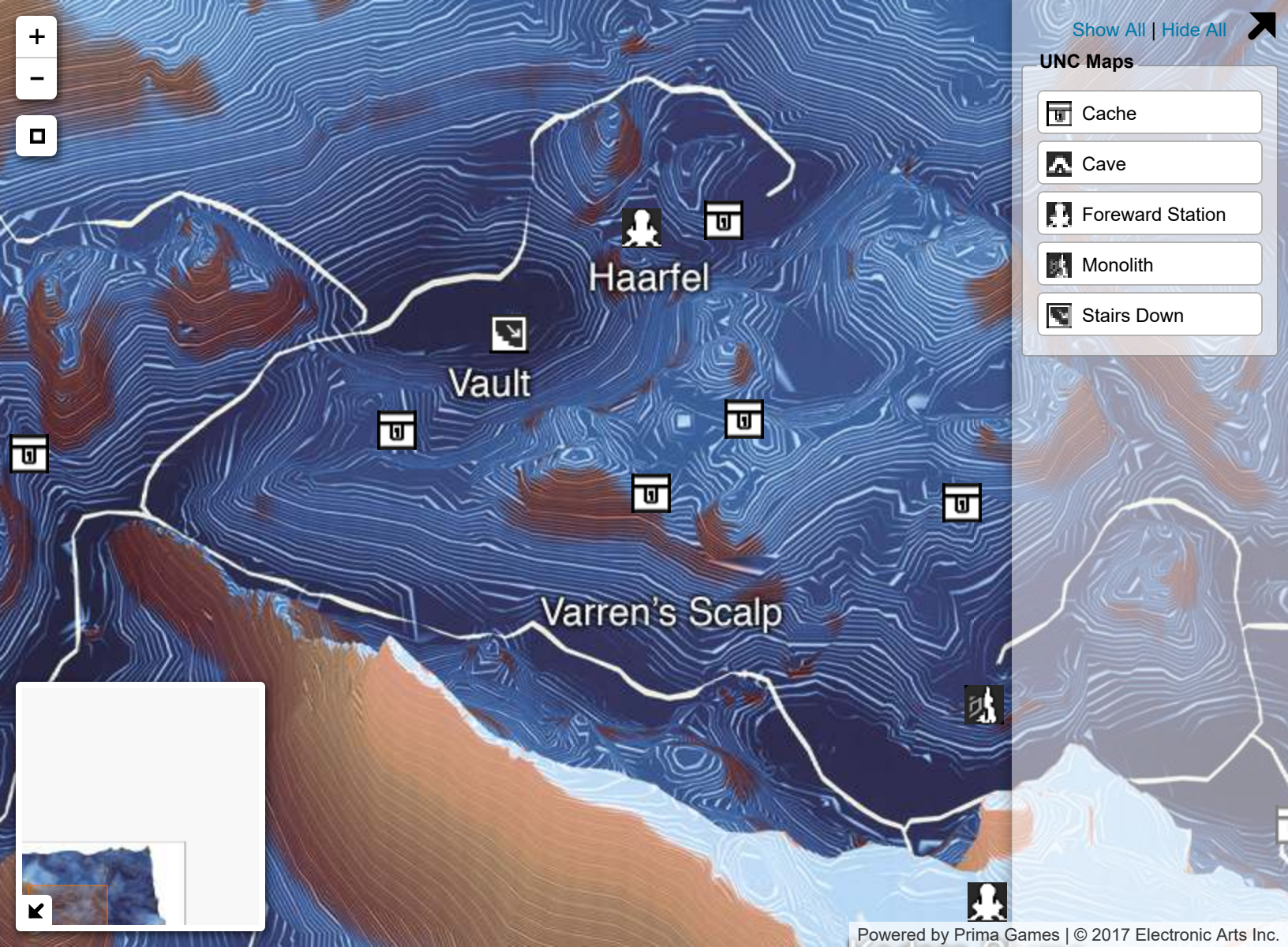

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